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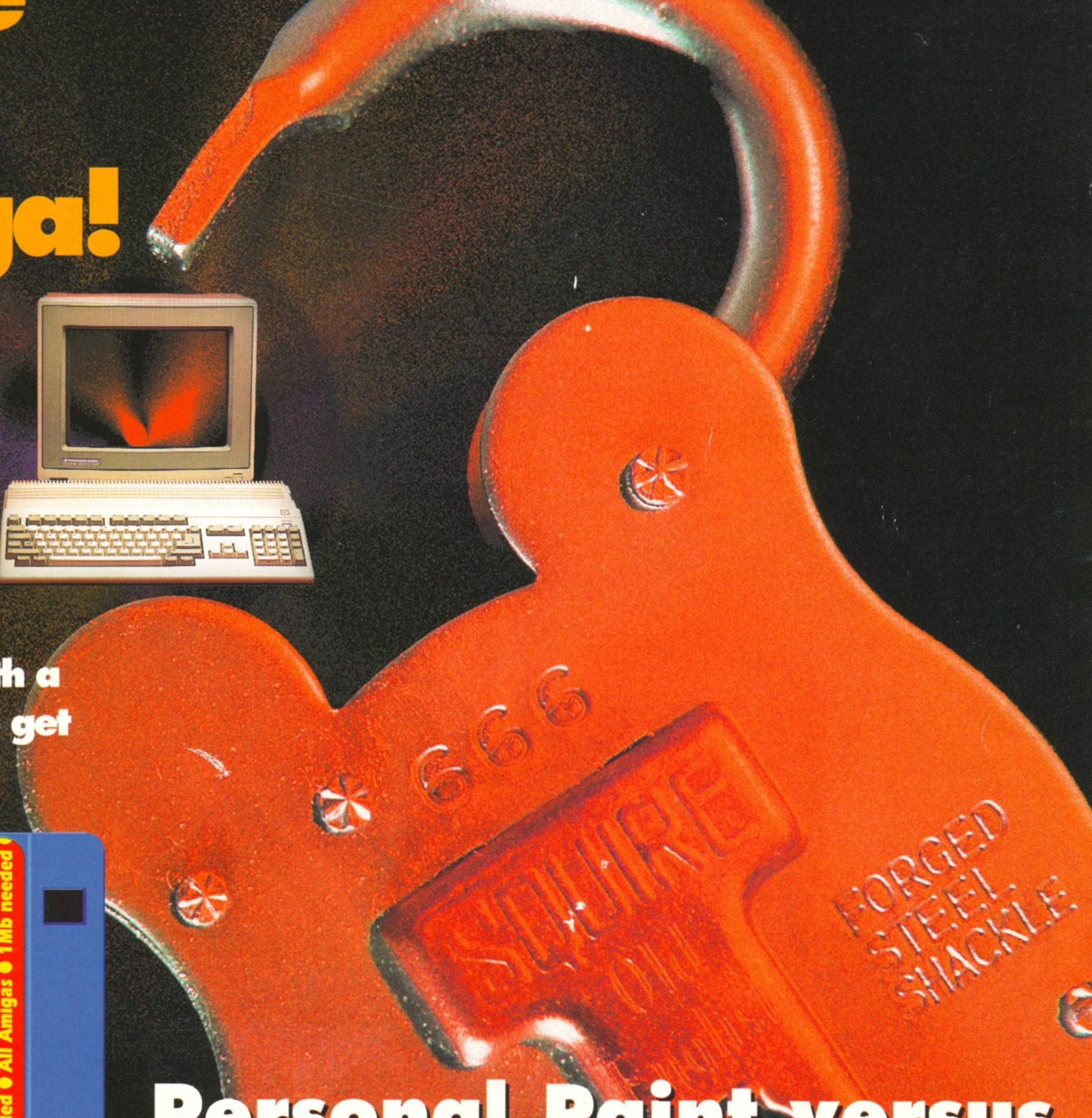
# AMIGA FORMAT

ISSUE 44 ■ MARCH 1993 ■ £3.25

**Great Guns!**
On this issue!
Psygnosis' Hired Guns
Our best ever game demo

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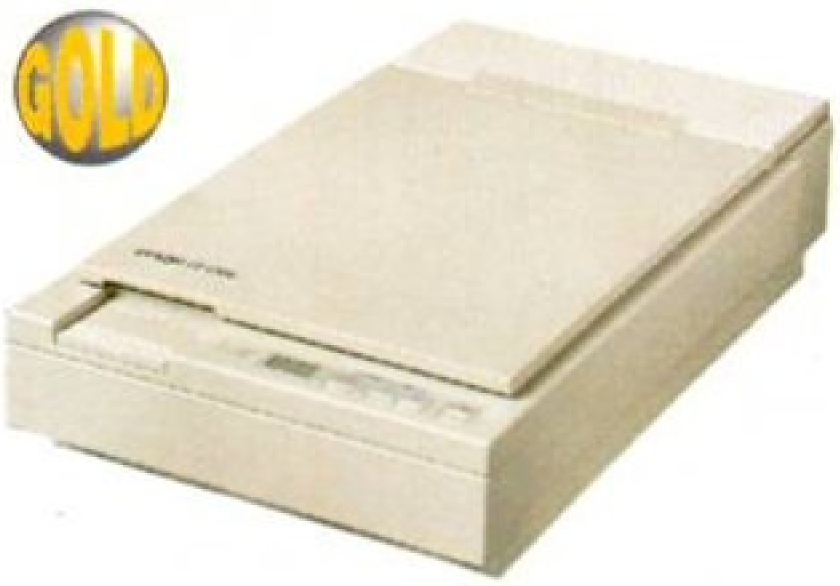
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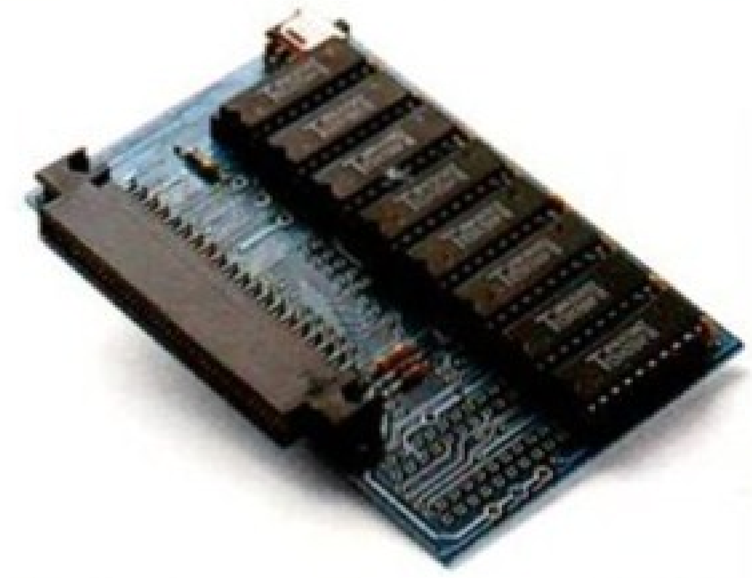
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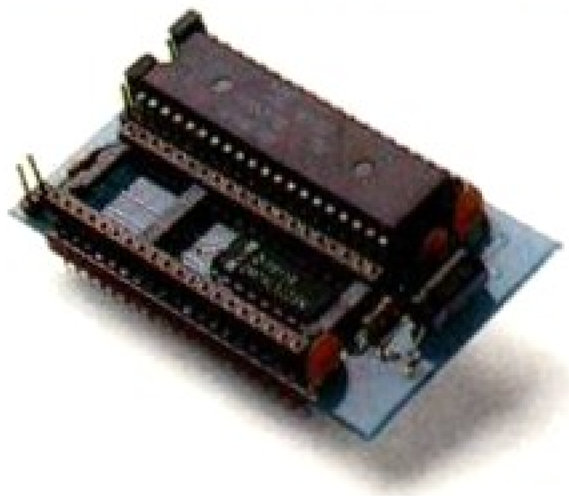
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# MARCH 1993

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Thought of the month:
What are Axl Rose and Erinsbrough anagrams of?


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# News



# Screenplay 59



# Reviews

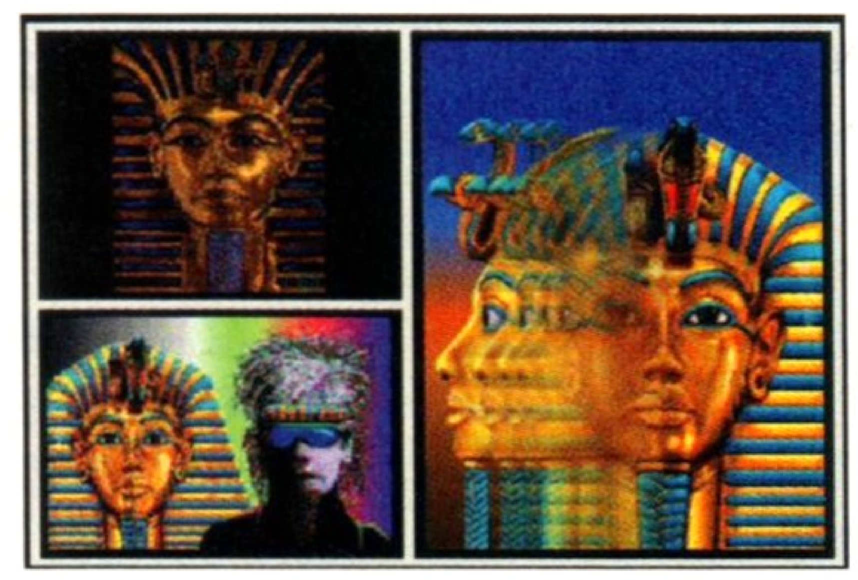


# Regulars



# Competition





**REVIEWED**
*DPaint 4 AGA*

*DeluxePaint* can now handle more colours than you could shake a stick at. We see if it's retained its old virtues
Page 132




**REVIEWED**
*PageSetter 3*

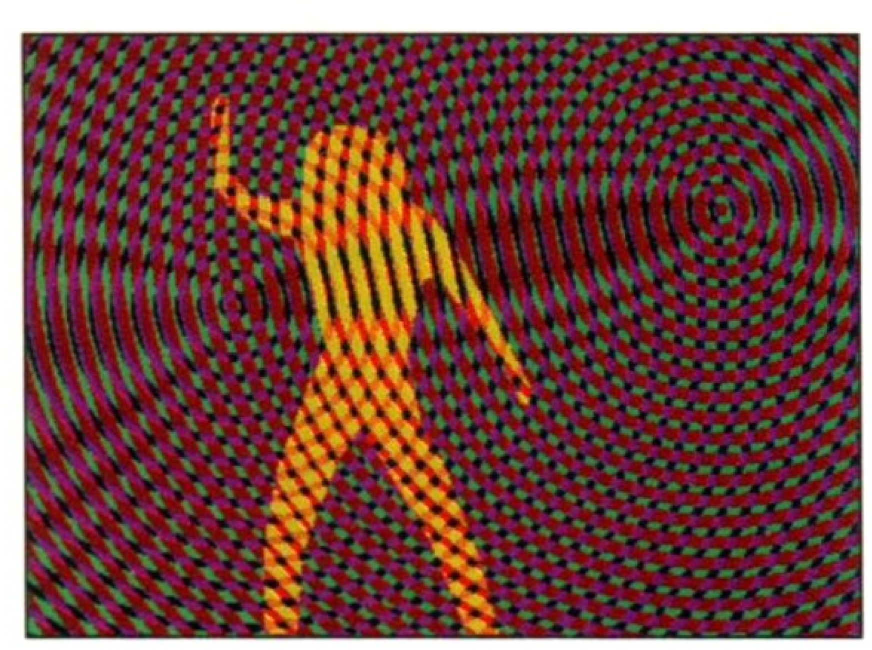
A flexible DTP package, with integral paint program and word processor, for the price of a round of drinks*
Page 146

* for 30 people



**REVIEWED**
Epson GT-6500

This new flatbed colour scanner brings the same professional quality we've come to expect from Epson, at an even lower price.
Page 154



**IN PD DEMOS:**

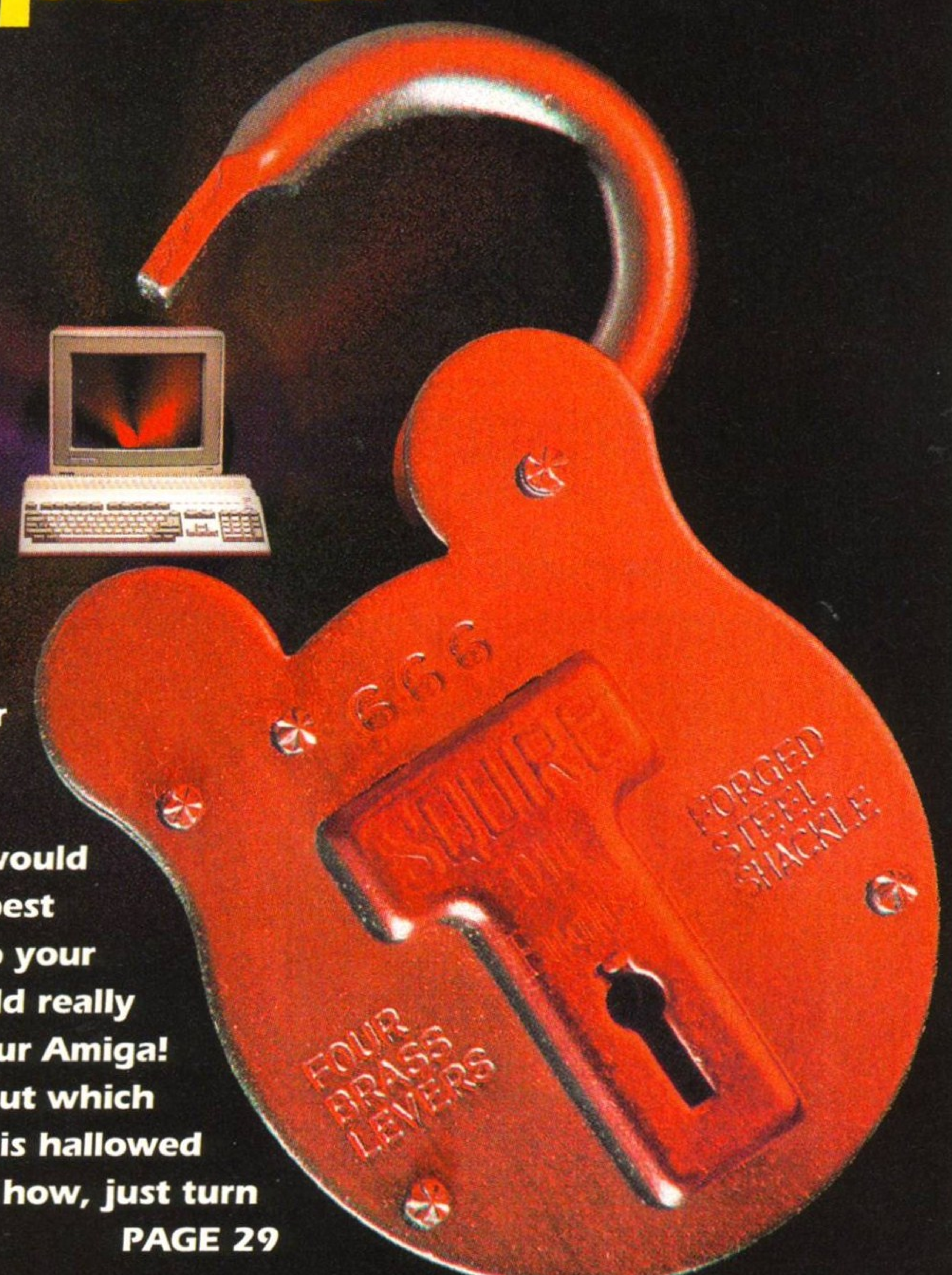
State of the Art, as its name suggests, is a state-of-the-art PD demo. Get the low down on this and more in Demo Zone
Page 177



**WIN A PRINTER...**

If you can answer 10 simple questions. OK, they're not simple, but what do you expect with a prize this good?
Page162

# Unlock your Amiga's secret power




**They say that you get out of life what you put into it, which may or may not be correct. But it's certainly true when it comes to your Amiga, if you put better software in you'll get better results out. So, just imagine what would happen if you put the best software there was into your machine! Then you could really unlock the power of your Amiga! But how can you find out which programs are among this hallowed category? We'll tell you how, just turn straight to...** **PAGE 29**

## Hard Driving

**You can get a lot more pleasure from your computing by doing something as simple as adding a hard drive to your machine. Programs load faster, and you don't have to keep flipping out those floppies. OK, so hard drives aren't cheap, but they aren't as expensive as you might think either. Our indispensable guide to adding storage-power to your Amiga is on...** **PAGE 48**

## Welcome to Amiga Format!

There are a few changes in Amiga Format this month, we'll not bore you with the details, but the upshot is that the photo on the right is of a different person. Me.

Hi! I'm Marcus Dyson and I'm the new editor of the mag. If the name sounds familiar it's because I've been art editor of Amiga Format for the last three years. But the slightly uglier picture on the Contents page is about the biggest change you should be able to notice in the mag. Everything else will remain the same, still the same reliable reviews, still the same helpful tips and advice. We'll still be featuring the same opinion-packed Letters pages, and still doing our best to bring you all the news and views from around the Amiga world.

So on to the important stuff, like this month's issue of everyone's favourite Amiga magazine. We've got a big feature on some of the most incredible Amiga software we've ever seen, not your run-of-the-mill stuff, but the really astounding programs that excited us so much we think everyone should have them. These packages really will let you unlock the power of your Amiga.



Marcus Dyson, editor

Further into the mag there's a feature on hard drives. We take a look at what's so good about them, and why you could hope to benefit from getting one. Then we explain how to get the best buy for your machine, and review a few of the latest hard drive releases.

We also take a look at a couple of exciting new paint packages, both of which can make use of the new screen modes offered by the A1200 and 4000, and work in 256 colours. The first is an update of Electronic Arts' ever – popular Deluxe Paint IV package, the second is a newcomer from the States called Personal Paint. Read on, and enjoy!

# ON THIS MONTH'S COVERDISK

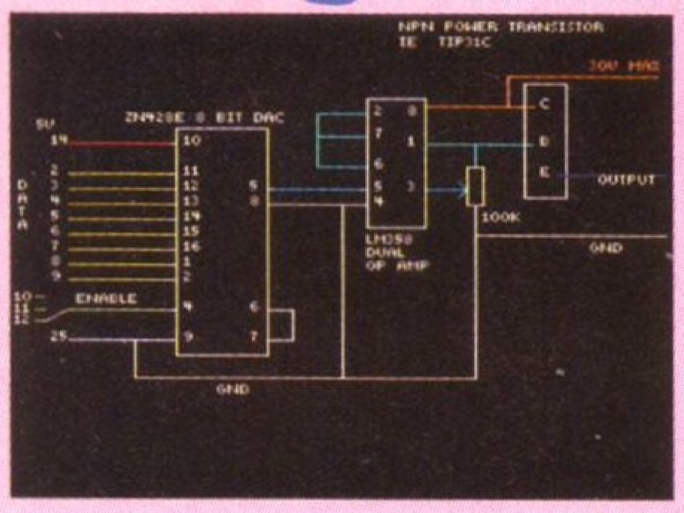



## Hired Guns



**Possibly our best–ever game demo – take control of a group of futuristic mercenaries in a battle against time (and hordes of nasties of course). Map makers and RPG fans will love it – and it's the easiest game in the world to control! Full instructions on Page 6**

## Voltage Controller



**So, you want to drive some external electronics gear, huh? Maybe you've got an information technology qualification to get – this small hardware project could be just what you're after. Example AMOS code on the Disk, and a parts/price list on Page 190**

## BootXFix

**Hey, you remember that BootX didn't want to work on Kickstart 1.3 machines? This little fix, when run from Workbench, fixes Coverdisk 41b so that the program works fine. More instructions can be found on Page 8**

## Devpac Continued

**Carrying on the Devpac machine code tutorials, here's some example code for reading four-button Sega joypads on any Amiga. Requires some extra hardware (you'll laugh when you see how easy it is to make). One fire-button games not enough? Guidelines for using the code on Page 8**

# Full Coverdisk instructions on next page...

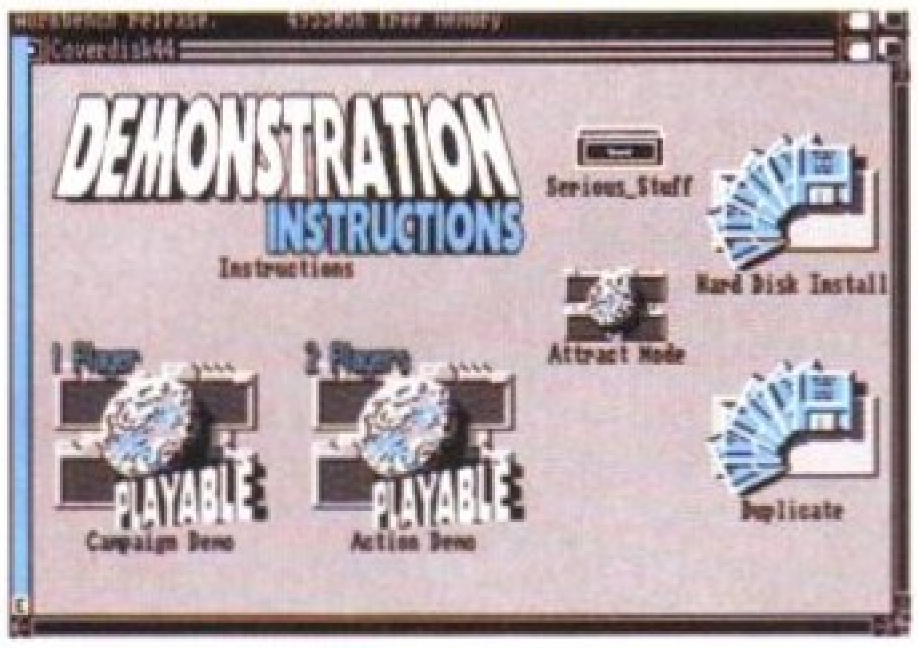



This month we bring you Psygnosis' Hired Guns demo on the Coverdisk. Some say it's the best demo we've ever had, but you can make your own minds up about that, with a little help from these instructions… brought to you by **Pat McDonald**.

# Hired Guns

DMA Design/Psygnosis ■ All Amigas

### GETTING STARTED




The contents of the Coverdisk, as you should see them. Quite a balanced mix really – have fun!

If you've never used a Coverdisk before, don't worry. This is one of the easiest to use Coverdisks that we've ever had. Simply insert it into any model of Amiga, and eventually a cut-down version of Workbench will load. Move the mouse around – the pointer follows it. Move it to the icon marked 'Coverdisk 44' and double click twice in succession with the left mouse button (do it fast).

A window will open, showing the contents of the disk. Move the mouse pointer again, to one of the icons in the window, and double click with the left mouse button (getting the hang of it yet?). Whatever you just clicked on will start running. The one player, two player and Attract mode icons will all start a version of *Hired Guns*.

To get at the Serious Stuff, you have to double click on the Serious_Stuff drawer. Double clicking on any of the icons shown will not run a program – instead, a document or picture will be displayed (as will the Instructions icon you might have noticed). After you've had a browse, either click in the top left hand corner of the screen, or hit the Esc key (in the case of text files).




The *Hired Guns* demo often puts up this message – don't worry, it just takes time to load. Click the left mouse button to continue and be patient.

## MOVE & SHOOT – YOU'RE HIT, YOU'RE DEAD!



The key to playing the game is clicking when the mouse pointer is in a certain location. Move it to the left, and it changes to a left arrow. Click and that character will turn left.

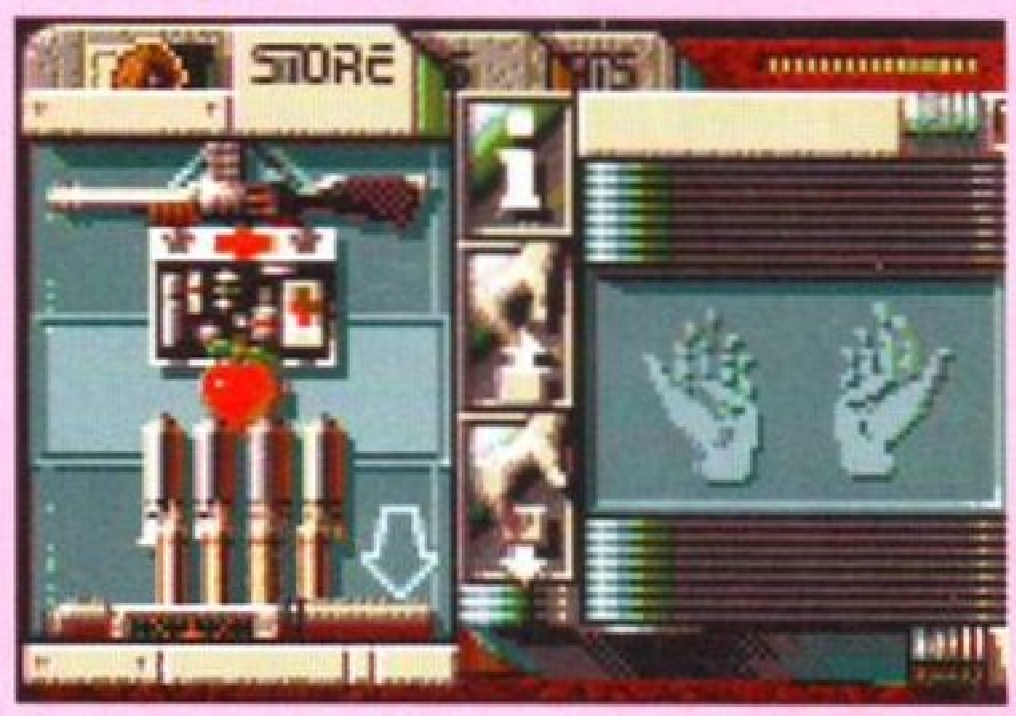


When you want your character to move forward, move the mouse pointer to the top of the screen. The pointer changes to a forward arrow – click and that character will move forward.

## TAKE CARE OF YOUR EQUIPMENT



The icons at the top of the view window access the backpack screen. Move the mouse pointer to the equipment that you want to use, and click to move it into the character's hands.



If what you want isn't immediately obvious, you can move up and down the list by moving the pointer to above or below the equipment icons and clicking. The list will move up and down.

## KNOW YOUR ENVIRONMENT AND YOURSELF



This is the automap (third top icon). By moving the mouse around, a plan view of a character's surroundings will be displayed. Dead handy when you're drawing your own maps.




This is the most dangerous piece of equipment in the demo. Proximity mines, once activated and dropped, will explode when a character or bad guy walks into it. Handle with care.

## ADVANCED TIPS FOR WHEN YOU GET STUCK.

Once you've played a few games of *Hired Guns*, you'll soon realise that, although simple to play, it's a very deep game. Personally, I reckon that it's the best game I've ever seen on the Amiga – but of course we'll have to see the full finished game for an official *Amiga Format* rating.

To go through the doors, move into them – move the mouse pointer to the top of a view and click. The door will open – you have to click again to actually move through, otherwise it will close after a few seconds.

Sometimes, you need a security wafer in order to open certain doors. These can be picked up in the same manner as other items. Don't waste these 'keys'. Sometimes you don't want to use them straight away. When you do use them, map out the area beyond, and see if you get a real benefit (like getting further into the demo).

Using the lifts is a real puzzle. You have to place one character on the lift, and then use another one to press the activating button – there is usually one within a few squares of each lift. If you've only got one character left alive (all others are MIA – Missing In Action) then I'm afraid you can't use the lifts.

The biggest obstacle in the game is finding your way around. It's really easy to fall down a pit, injuring and isolating one character. Always have a good idea of what's behind you before you move backwards. In the heat of combat though, it's easy to make mistakes! The big grey blocks you encounter can usually be pushed back to reveal an entrance. Just move the mouse pointer to the middle of a block (it will change to a cross hair) and click. You are best off using your bare hands – don't have an object ready for use or you might waste it. Objects, especially ammunition, are very scarce indeed.

Whatever you do, don't phone me up on a Tuesday to ask me how to complete it. I've played this demo for about five hours solid, and I can still only get to level eight on the one-player version. If you can't get that far, you aren't really trying. I'm sorry, but it's a big demo to be enjoyed, not a five-minute platform waggle. Please, bear in mind all the readers with genuine Amiga problems who really deserve my attention!

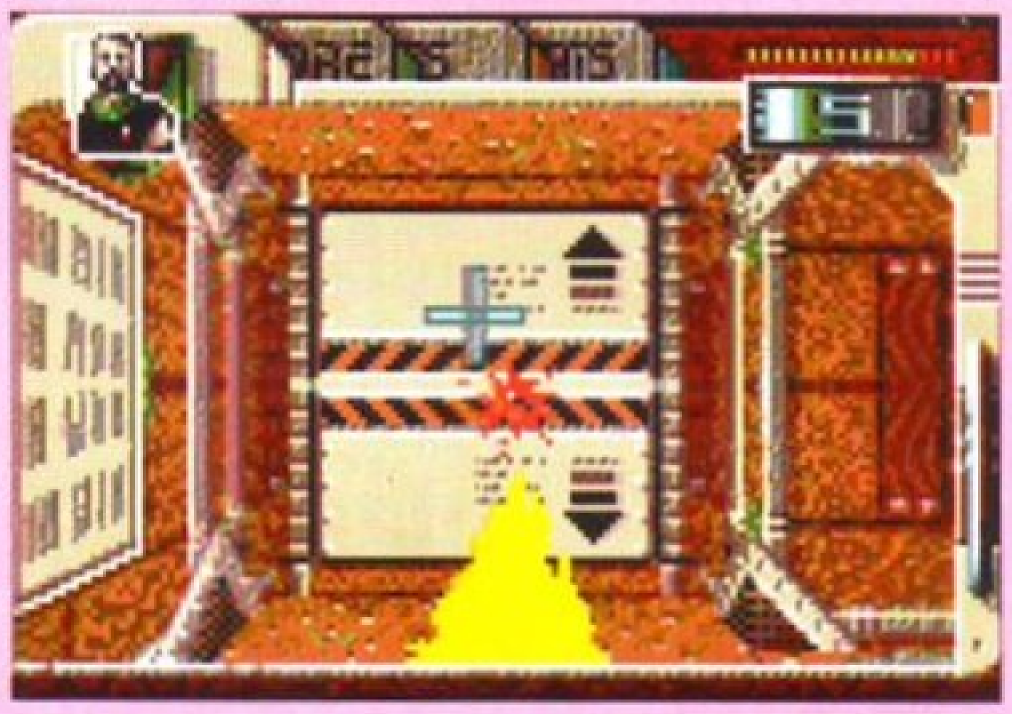
**Pat McDonald**



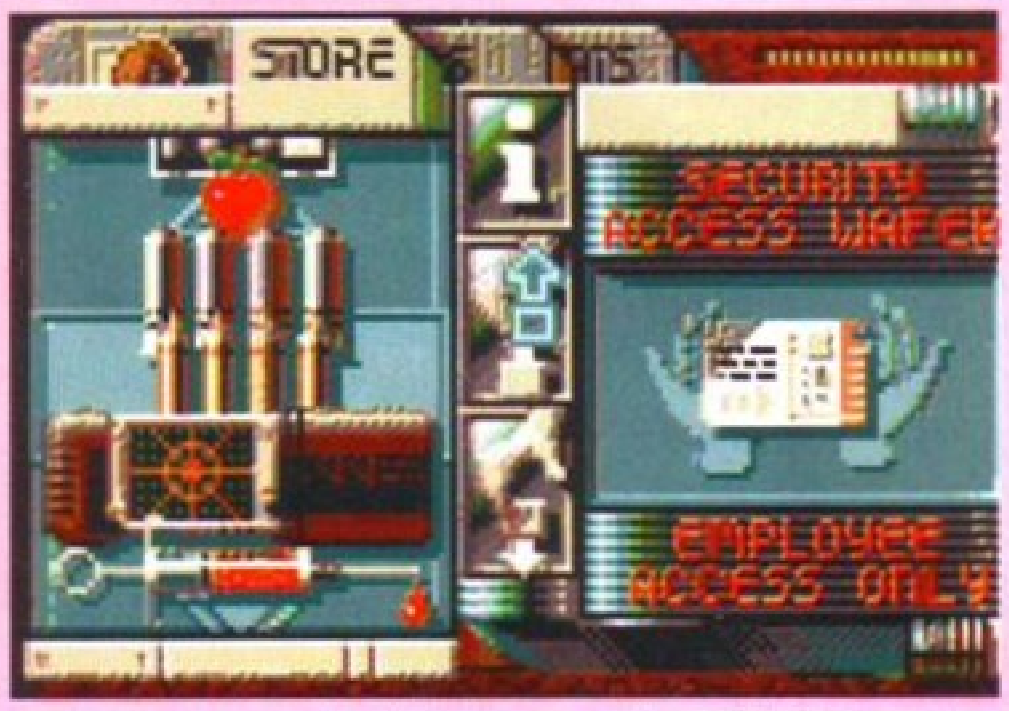
You should be getting the hang of it now. When you want to turn right, move the mouse pointer to the right hand side of the screen. It changes to a right arrow and clicking will turn the character.



The most useful movement is running away, as Monty Python fans know. Move the pointer to the bottom area and click – but watch out that you don't back into a hole in the ground!



If the mouse pointer is clicked in the middle area (when it's a cross- hair that is) then the character uses what they have in their hands – usually a gun. Take that, you evil mutoid scum!




Sometimes, a box appears in the main view. This means you can pick up an item go to the equipment, and move the mouse pointer so it's an up arrow with a box below. Clicking picks up the object.




Dropping the object in the character's hands is very similar. Just move the pointer so it changes to a down arrow with a box above it, and click. It's handy to swap some equipment around the group.




If you click on the I icon, a short description of what it is will be displayed. Note that many objects do not have an information screen – but check each one, as you need all the clues you can get.




The fourth icon at the top of each window displays a character's statistics. If somebody is injured, use a Medikit. Injecting combat drugs before violence occurs can greatly reduce the chance of injury.



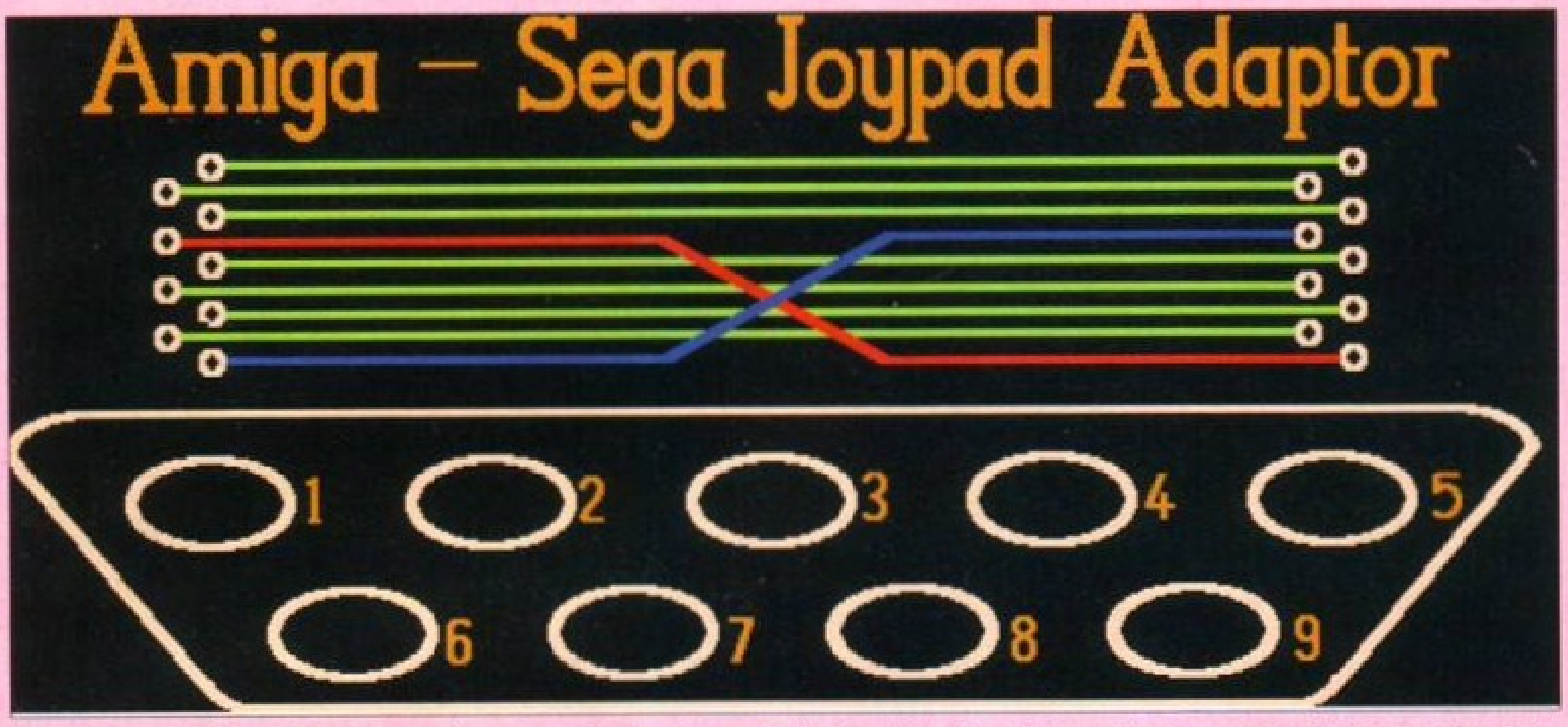
This is a view of a character who has just activated a Psi Shied. Psi ratings are displayed on the statistics screen (see left). The higher the rating, the greater a given Psi effect will be.



In case you haven't loaded the demo yet, this is what you see – you have to control four characters in the one player demo, or one each in the two-player version. Makes *Eye of the Beholder 2* look a bit tame!

# Devpac Continued

ANTHONY BALL AND ED BAMBER
SOURCE ONLY




Here's a rough idea of how to make a Sega-Amiga joypad adaptor. Pins 5 and 7 need to be swapped. You need two 9-way D-type connectors – one male to plug the joypad into, and the other female to go into the joystick port of your Amiga. Check the pin numbers written on the connectors – they will be there somewhere, usually in very small type.

**THE ORIGINAL AMIGA** dates from the Golden Age of home computing. Back then, Spectrums and C64s were in, the ST had just been released and you couldn't get an IBM PC flight sim for love nor money. The Atari VCS games console had been out for about five years, and lots of people still bought cartridges for them. In the USA, a bunch of hippies were busy cooking up the Amiga hardware and in the UK Tim King was laying the foundations of AmigaDOS.

Times change. Spectrums and C64s are out, the ST's just been replaced and you can't move for IBM PC flight sims. The VCS is dead – or is it? Actually, most of the joysticks from that era were cloned from the Atari VCS games console design – which means the Amiga's one-button joystick design is a wee bit out of date by today's games console standards.

All is not lost. By fitting an adaptor to an Amiga joystick port, you can read Sega joypads with an Amiga. That means you can have three fire-buttons and one start button – effectively a four button joystick. This is especially useful in platform games, beloved of Sega and many Amiga owners alike.

Get one thing straight – unless you're a hacker, you can't do this with an existing game. However, if you are a machine code programmer, then you should find some source code, called Sega.S, in the Serious_Stuff drawer on this month's Coverdisk. If you use it, please credit the authors in some way on the loading screen, title screen or on the box.

**Here's a description** of how it works. As well as reading standard one-button digital joysticks, the Amiga can also read analogue (proportional) joysticks. A little know fact is that, as well as reading them, it can also output different resistances. The two hardware registers used for this are called Potgo (a timer that takes on vertical blank to update) and PotInp (which is used to control the input/output of the joystick port).

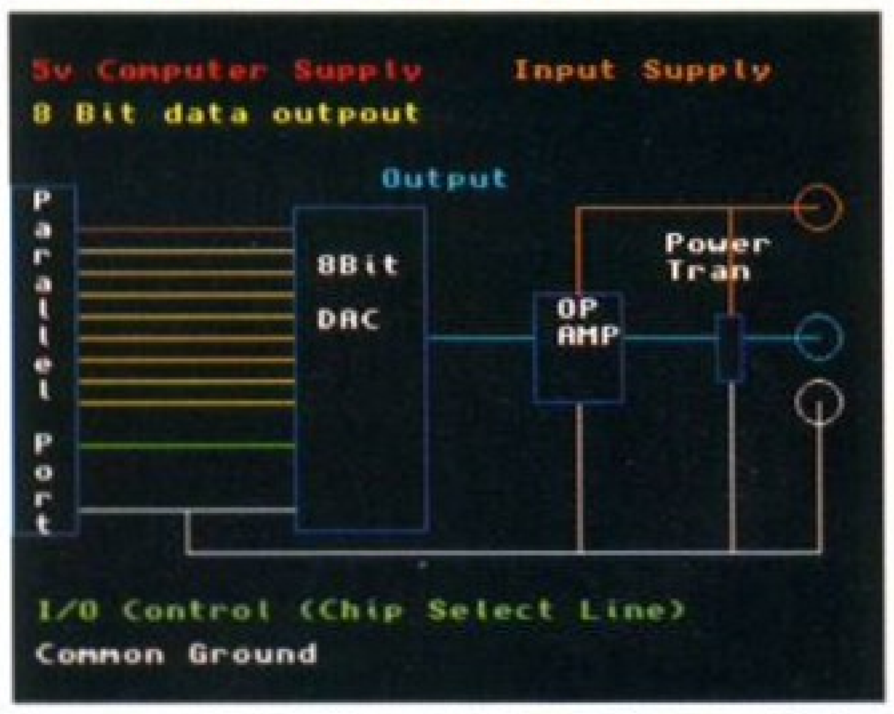
The idea behind the code is that you call it every vertical blank – the value returned in the D0 register is what the joystick is reading as for that blank. The top four bits are used for the direction, and the bottom four bits are used for the buttons. Try loading the Sega.S file into *Devpac* – it's explained a little better there.

Now, things aren't perfect, because you do have to build a little adaptor for the joystick port. This takes all the wires from your joystick, and plonks them straight into the computer – with the exception of pins 5 and 7. These have to swapped around. The cost of the adaptor is minimal – I would expect to see them on sale in shops for £5 tops, as they cost less than £2 to make. Ideally, it would be bundled with commercial games as a standard item (possibly with a built-in dongle).

Finally, a word on ethics. It's very silly and a bit cruel to write a game that will only use a Sega joypad. Every single Amiga has got a keyboard with lots and lots of keys on it – so if your game uses lots of controls, leave a keyboard control option in for the people that don't have a Sega joypad.

Ideally, all games should be usable with a standard one-button joystick. But soon, we may not have a lot of choice in the matter. The days of the Atari VCS are long gone. The Amiga (which uses the same joystick system) has to adapt or face the same fate as a mainstream games machine.

## VOLTAGE CONTROLLER?




If you want to build one of these, then stop looking at this page and turn to Page 198 instead.

**If you're looking for some information on the Voltage Controller circuit, then you're looking on the wrong page. You didn't want to do it like this. Oh no you don't!**

**Turn to Page 198 for a full low down on what Stuart Taverner is on about, and how to build a voltage controller. Oh yes you do!**

## BootXFix

BEN MATTHEW
WORKBENCH 1.3

**You remember BootX 4.5, from Coverdisk 41b? That particular version wouldn't work on 1.3 machines. This handy fix (which takes about ten minutes) will change a copy of that disk, so that the program works with Kickstart 1.3 machines. As it's a very useful program, for backing up your games' bootblocks, this guy thought a fix would be a good idea. And we had to agree.**

**First, make a copy of Coverdisk41b. Make sure the copy is write enabled – you can't see through the hole in the corner of the disk. If you can see through the hole, move the tab so that you can't. Unless you do this, the disk cannot be written on to – and the fix alters the disk.**

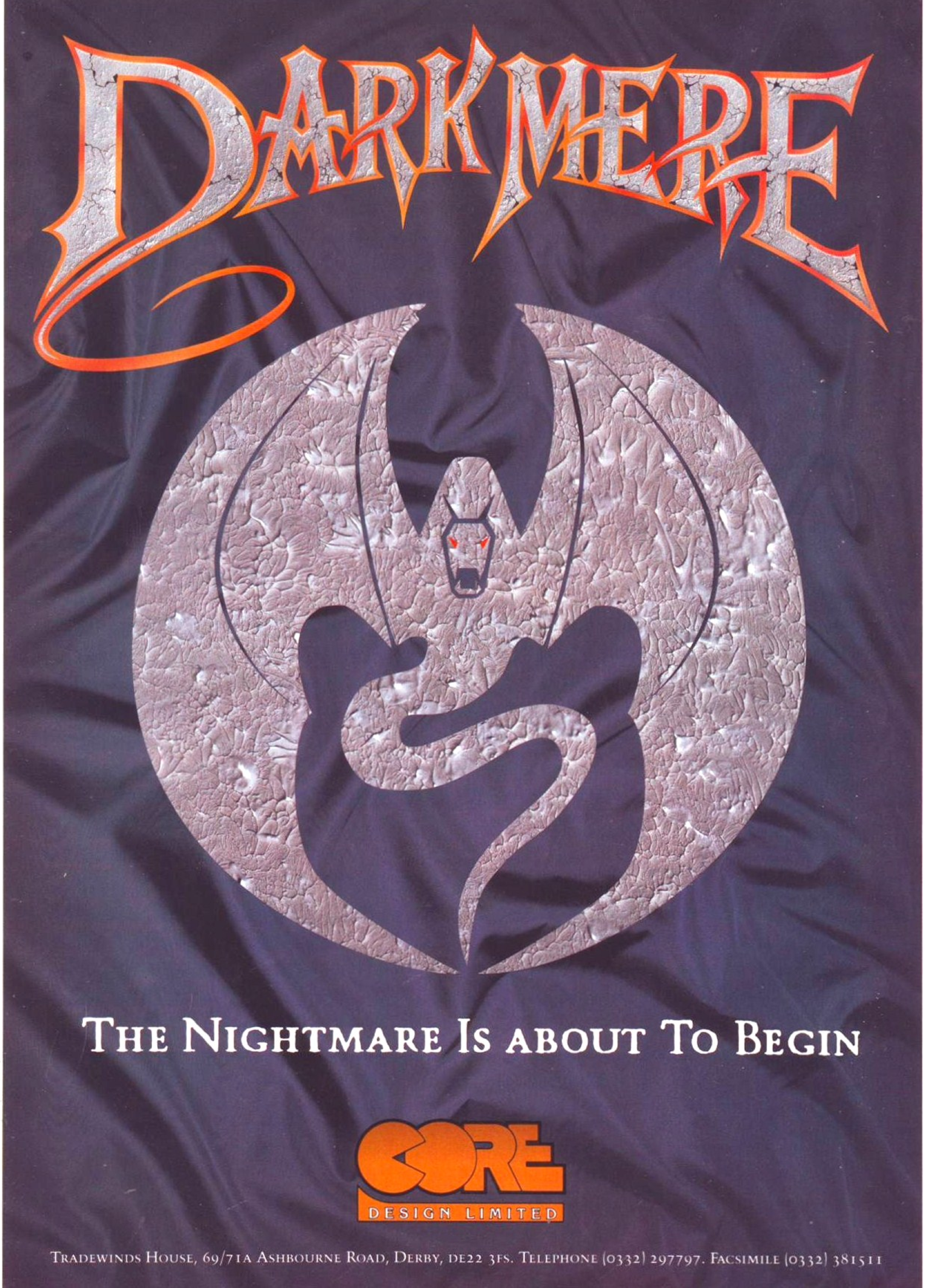
**Right, next boot up with a copy of Workbench 1.3. Once that has loaded, take out the Workbench disk and put in the Coverdisk from this month's issue. Double click with the left mouse button on the Coverdisk icon, again on the Serious_Stuff drawer, and again on the BootXFix icon.**

**You will now be asked to swap between Workbench and this month's Coverdisk. This can drive you crazy, so take a deep breath. Be patient and cool. Always wait the for the floppy drive light on the front of your Amiga to go out before swapping disks. The Amiga will ask you for each disk – don't try to pre-empt it.**

**Eventually, the machine will ask for Coverdisk41b, the disk with BootX on it. Put in your copy of that disk, and after a few more disk swaps, the disk will be ready to use.**




This is one of the best virus killers around, as well as being able to backup game boot blocks. No Amiga owner should be without it!

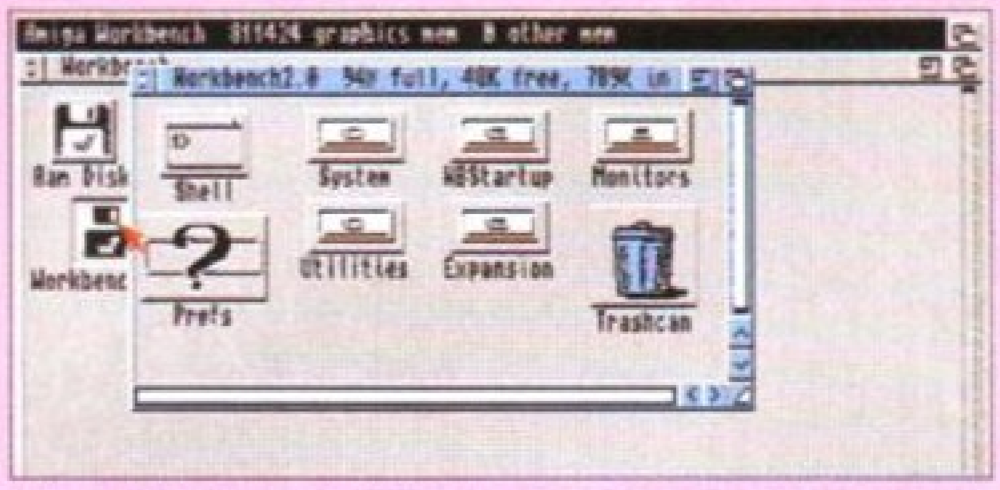

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# Using Your **Coverdisk**

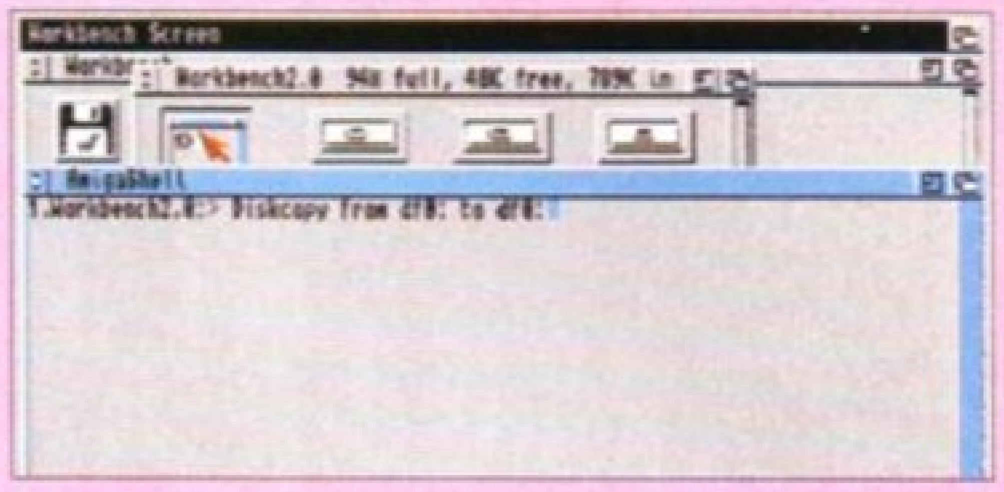
**1.** Always write-protect your Coverdisk. Move the tab so a hole is showing.
**2.** Copy the Coverdisk and use the copy, not the original. This may sound like a complicated task, suitable only for techno buffs, but it's surprisingly simple to do, just follow the simple instructions for copying the disk which are given below.
**3.** Read the instructions when using the programs.

## Backing up your Disk

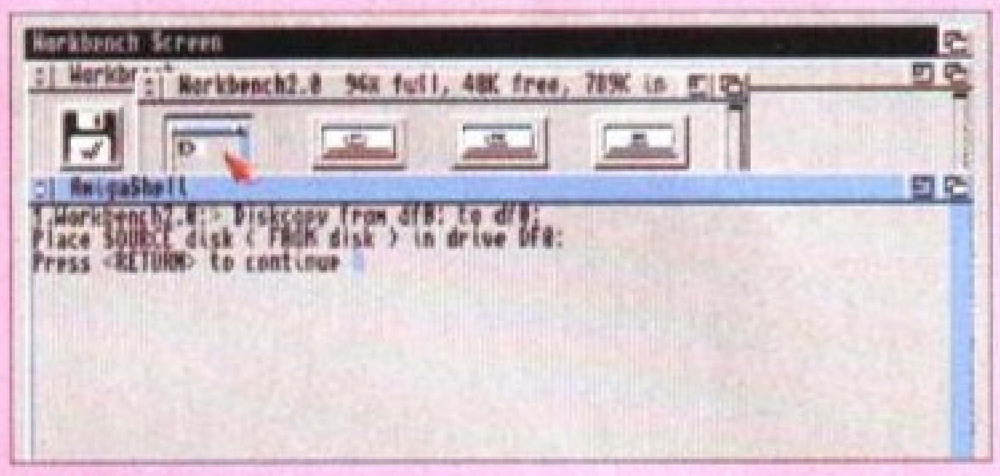
There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps...



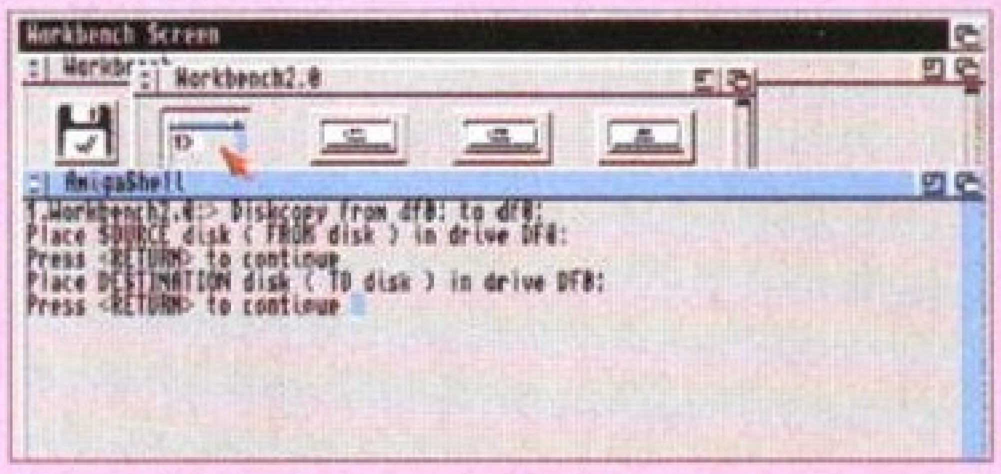
**1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.**



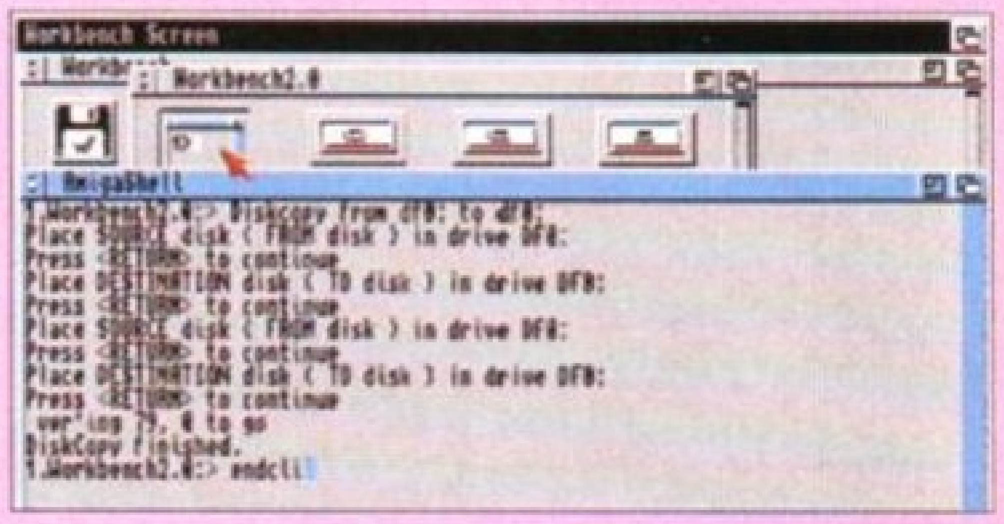
**2 When the Shell window appears and the drive light is out, type in:**
`Diskcopy from DF0: to DF0:`
**and press the Return key.**



**3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.**



**4. Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to in the drive and press the Return key. Note that the disk does not need to be formatted already.**



**5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:**
`endcli`
**to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!**

### DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. If you ring us on any Tuesday, and ask to speak to Pat McDonald, he will do his best to help you. Please understand, giving this sort of advice is time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you just then. If the problem is particularly complex it is better to send it to us in written detail. It will then be dealt with in the Workbench pages of the magazine.

### BE CAREFUL!

We have done our best to check that all of the programs on the ***Amiga Format*** Coverdisk are simple to use and have no viruses. We cannot usually answer complex telephone queries on the software (see the Disk Problems? box) and we do not accept liability for any consequences of using the numerous programs that are on the disk.

### COPYRIGHT

Unless it is specifically stated, the programs on the Coverdisks are not in the Public Domain and the copyright remains with the copyright-holder of the program.

Because some of the programs on the Coverdisks are not PD, selling or distributing them without the copyright-holder's specific permission is against the law.

## Disk not working?

We duplicate over 200,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the *DiskDoctor* utility on your Workbench disk to rescue it before sending it off for a replacement. In-full details of *DiskDoctor* can be found in the user's manual that came with your machine.

However, if your Coverdisk is in fact faulty, you should send it back INCLUDING A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to:

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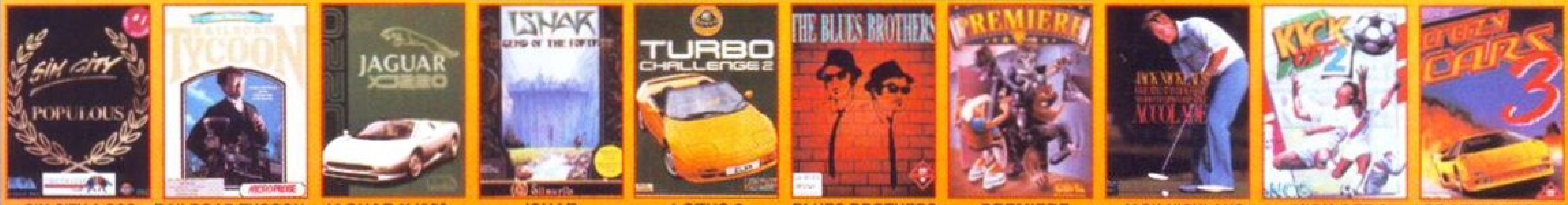


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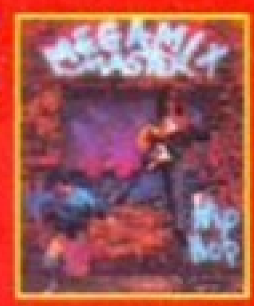
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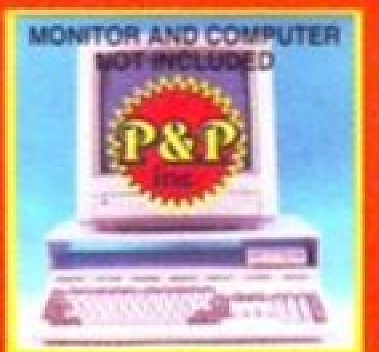


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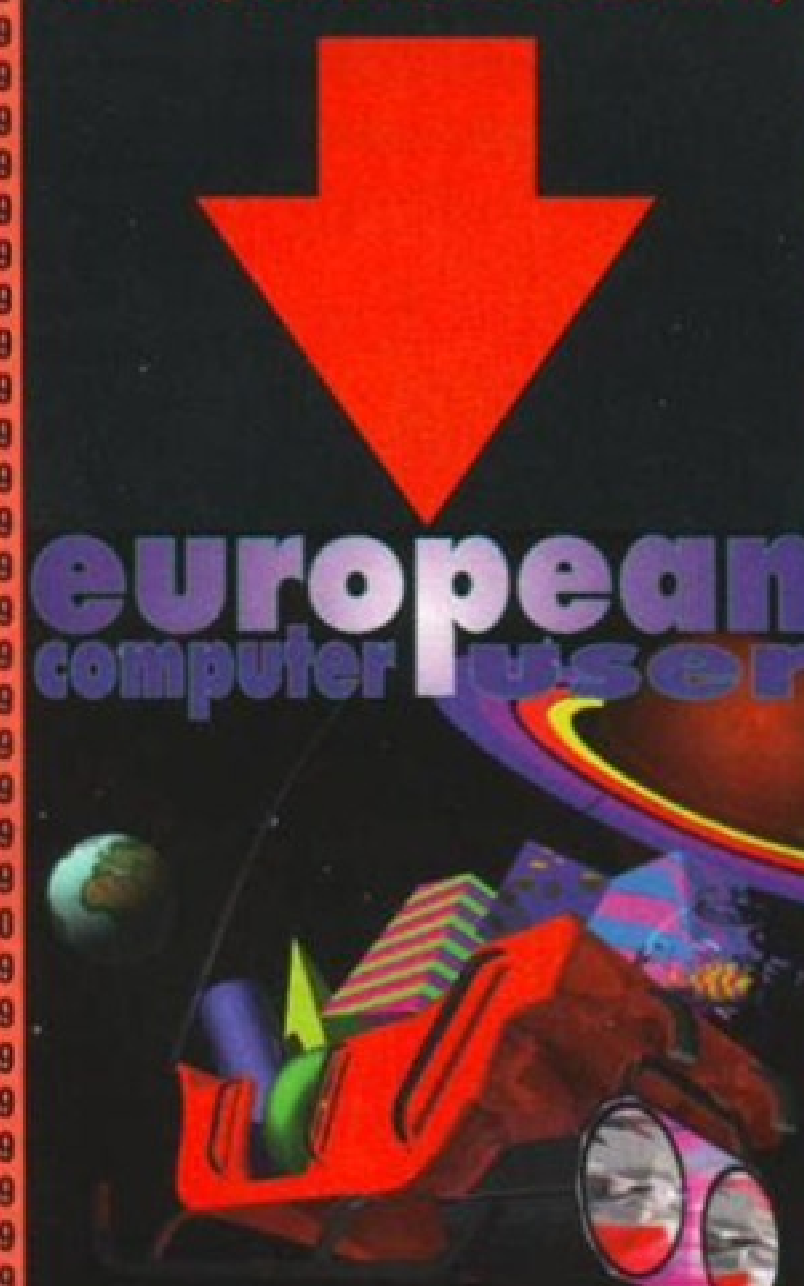
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AMIGA FORMAT

AMIGA FORMAT MARCH 93

# Chuck too



**FOLLOWING ON from the success of the fabulous platformer *Chuck Rock*, Core Design are soon to release the sequel – *Son of Chuck*. In the game Chuck Senior has been kidnapped by the evil Brick Jagger, and his newly-born son sets out on a mission to save his dad.**

**The graphics are drawn in a similar style to the original, but the gameplay has subtle differences. Chuck Junior is armed with a club which is twice the size of his body, and he uses it in different ways to get him through the game – including setting fire to it to get him through the darker levels. But hey, kids, remember not to try this at home. Full review next issue.**



***Son of Chuck*: Chuck Senior is kidnapped by the evil Brick Jagger, so junior sets out to rescue him.**

# A1200 TV shocker

**THE DARLING OF** the Amiga community, the recently released 32-bit A1200, was looking distinctly tarnished for a short while earlier on this month.

It appears that some A1200s have been experiencing problems with their TV modulators which has resulted in either mono or just plain corrupt signals being shown on standard TV screens.

Users with specialist Amiga monitors need not worry, but on TV screens, not only do images freakishly distort, but the audio output is also affected by what can only be described as sub-standard modulators.

To our knowledge, many A1200s either produce no sound or volume control, or massively over-the-top output that distorts, thus ruining any usage from the machine.

To add insult to injury, it appeared that Commodore UK's appointed maintenance company, Wang (whose parent company in the US was experiencing financial problems last year), either could not, or would not answer the telephone in response to calls from the public regarding the A1200 difficulties.

***Amiga Format*** called 20 times in one day, and one call rang for more than 100 rings to no reply.

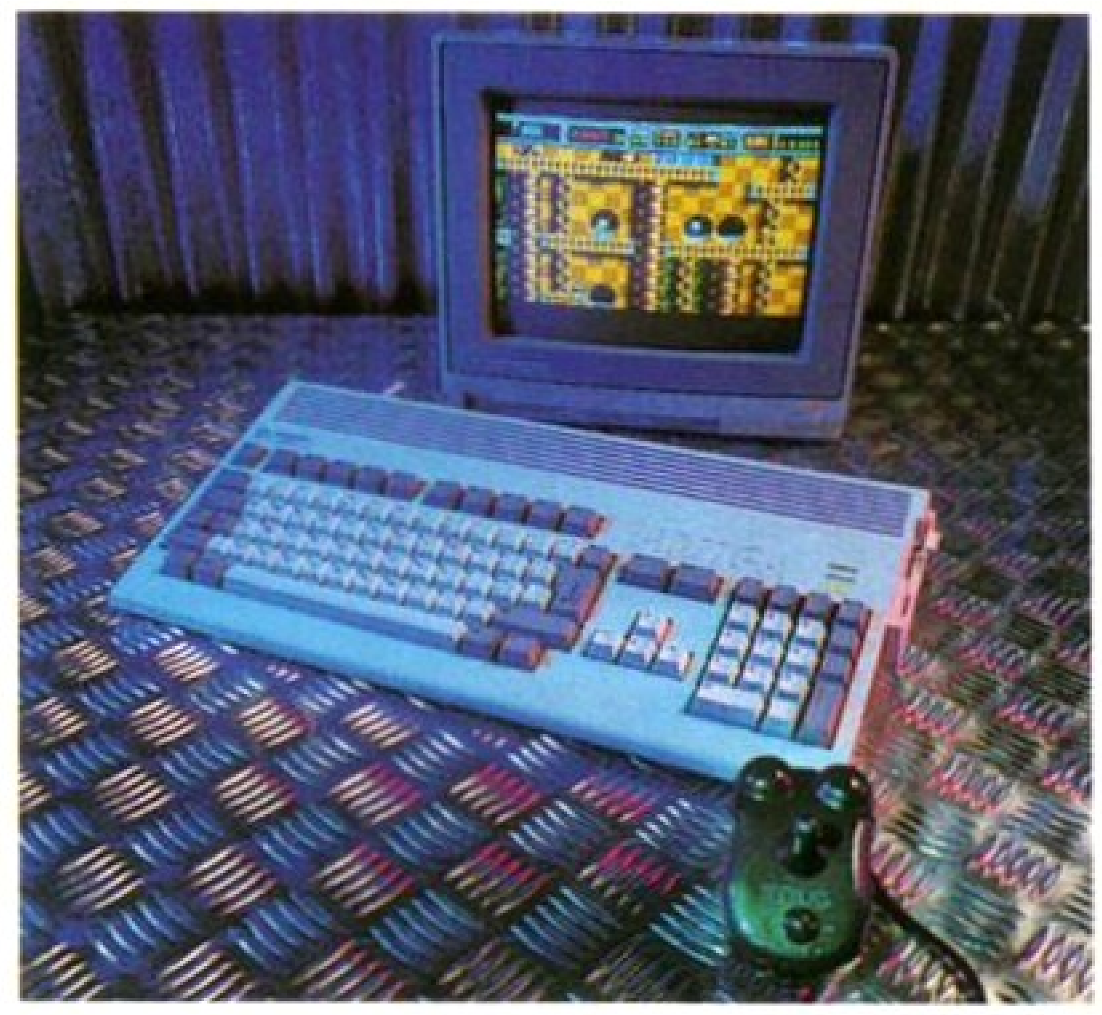
With the A1200 widely perceived as being the last bastion of true computing in the face of the console-toy onslaught, and with 1,000s of people having invested in the A1200, this news was hugely disappointing.

We contacted the managing director of Commodore UK, Kelly Sumner, who assured us that everything was under control. He told us that while there were some faulty A1200s, the majority of them had been caught in Commodore's quality-control net.

But the question remains: with Wang not answering the phones, who is going to deal with those A1200s that *did* get through the quality-control system?

Sumner told us: "Wang recently moved offices from West London to Birmingham. When they did this, they put in a switching device to transfer calls. Unfortunately, Wang realised after a week or so that this switching device was filling up and dropping calls off the end. Wang obviously could not answer calls because they had been lost on the system. I apologise for the inconvenience".

Kelly informs us that by the time you read this, all service calls will have been honoured.



**The A1200: some models with sub-standard modulators slipped through Commodore's net but all is now in-hand.**

# Classic bargain



**An A500Plus is for life, not just for a laugh. It's a classic machine, with massive potential.**

**THE A500 PLUS,** one of the all-time classic Amigas is being given a new lease of life by Sidcup-based Silica Systems (081-309 1111).

For £249, that's £50 less than the recommended retail price, you can pick up a limited edition A500 Plus and Cartoon Classics bundle – there's just not many of these old troupers left.

The bundle includes the excellent *Deluxe Paint III*, the compulsive *Lemmings*, the dire *Captain Planet*, the ***Amiga Format*** *Gold* rated *Zool*, the trend-setting *Pinball Dreams*, the playsome *Striker*, and the useful word processor, *TransWrite*. With the advent of the 32-bit A1200, the 16-bit A500 Plus might seem like a step back, but nevertheless, if you want a tried and tested Amiga with a good value for money software bundle, Silica's offering is well worth considering.

## QUOTE OF THE MONTH

**"JJC are a new company based in High Wycombe with in excess of 12 years experience in the Commodore market."**

**First of all, how 'new' can a company be with 12 years of experience? Secondly, how many Commodores are in this market? And can you get a few Admirals too?**

# Get MIDI meal!

**AMIGA MUSICIANS LISTEN** up! The 4th Annual MIDI Music Show is on at the Wembley Conference and Exhibition Centre from Friday April 23 to Sunday April 25.

With more than 150 exhibitors expected to attend, the show looks as though it will hold plenty of interest for expert and budding musicians alike.

One interesting element for Amiga users will surely be Garry Mason's demonstration of the use of ROM cards (such as the PCMCIA cards used in the A600 and A1200) for synth programming. For more information on the show and to order tickets (£8 on the door, £4 in advance) call 081-547 1183.

# Live now, live later

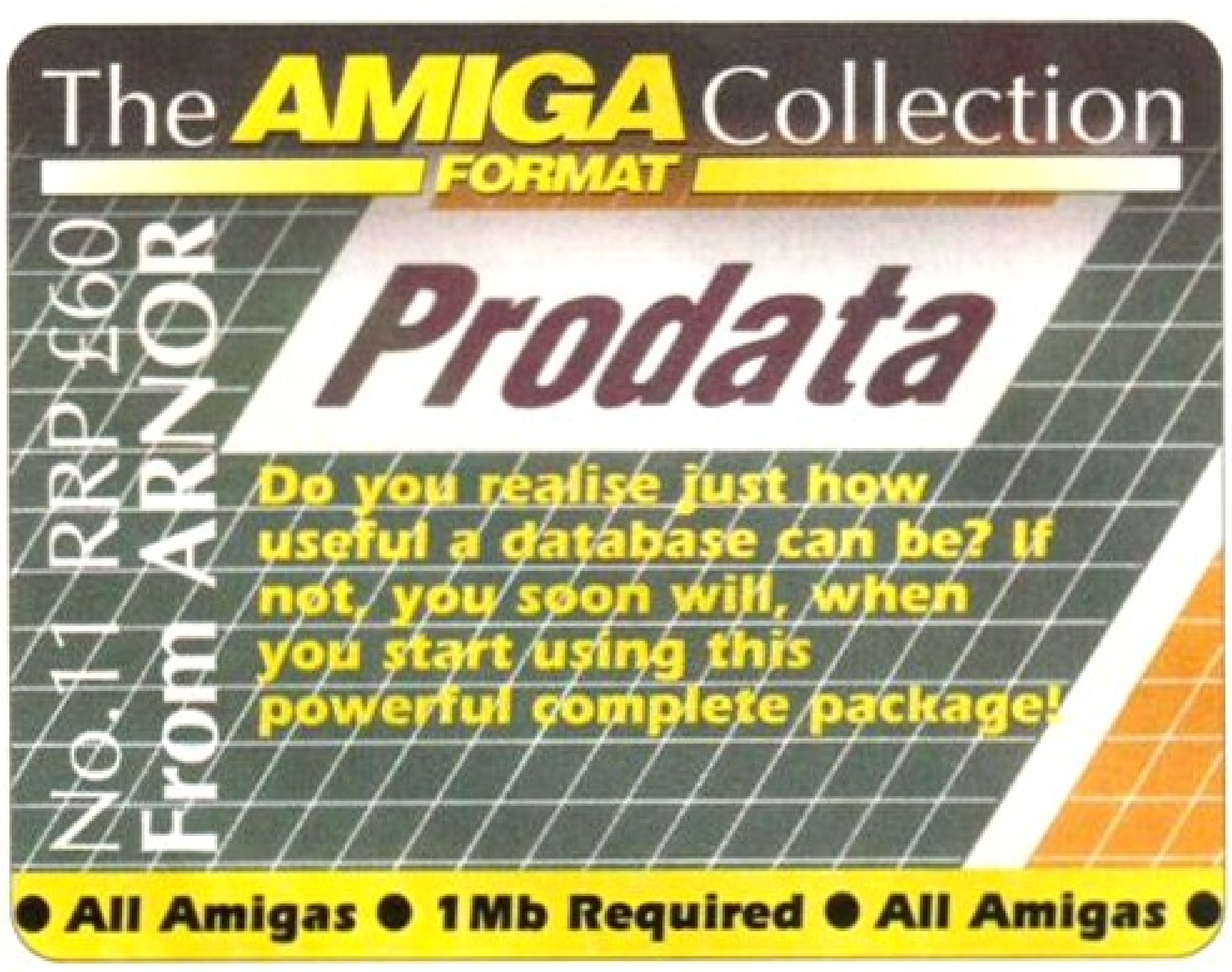



**AMIGA FORMAT'S FORAY** into live action with the ***Amiga Format* Live** show (Friday May 7 to Sunday May 9), has really picked up speed this month with exciting news that even Commodore have been wowed by the idea of a single-format show.

Commodore's national marketing manager, Dawn Levack told *Amiga Format*: "We feel that our interests couldn't be in better hands."

Nice to hear, but obviously it's not Commodore's interests that are at the front of our minds. While we are pleased to hear that the company behind the Amiga will be fully represented, at what should be one of the UK's biggest and most impressive single-format computer shows ever, it is Amiga users (and potential Amiga users) that will really make the *Amiga Format* Live show happen. So don't forget to write to new editor Marcus with ideas for what you want to see and be involved in at the May 7-9 show. Write to My *Amiga Format* Live, *Amiga Format*, 30 Monmouth St, Bath, BA1 2BW. You never know, you might even be lucky (or astute) enough to win some tickets!

# ProData update




**IF YOU WERE** lucky enough to get the last edition of ***Amiga Format***, then you will already be in possession of the excellent *ProData* database that we featured on the Coverdisk (if not, turn to 168 for back issues).

Although we put a fully functioning version of Arnor's incredibly useful program on the Coverdisk, there is still more to come.

If your Amiga has 1Mb of RAM, and you have £30 to spare, you can upgrade to *ProData* 1.2 using the form below (readers in EC countries must stump up £32.50, non-EC residents pay £30).

The upgraded system offers two-across label printing, enhanced file selection, duplicate checking, and automatic record numbering among a host of other features. Arnor are on 0733 68909.

## Be a referee in Goal!

**FOLLOWING OUR REPORT** last month of Dino Dini's signing to Virgin Games, we can inform you that the sequel to *Kick Off 2* is likely to be called *Dino Dini's Goal!*. This is because an existing game is also called *Goal!*, and the name will be changed to avoid confusion.



**You could star in the sequel to *Kick Off 2*. See the competition below...**

Andy Nuttall, your friendly staff writer, has had an in-depth look at the game, and he can confidently report that it is going to be a massive improvement over *Kick Off 2*. Will the lads at Sensible take this opportunity to develop Sensible *Soccer 2*? We shall see...

### COMPETITION TIME!

Virgin Games are offering one lucky Amiga Format reader the chance to be a referee in the sequel to *Kick Off 2*. This is means that you will have your name in what could possibly be the biggest Amiga game ever – just imagine it, millions of computer football games, all played with you as referee! So what do you need to do for this fantastic special prize? Simply answer the following question:

**Who refereed in the 1966 World Cup Final?**

Answers on a postcard, back of a stuck-down envelope addressed to: **'Ref-Me' Competition, Amiga Format, Future Publishing, Beauford Court, 30 Monmouth St, Bath, AVON, BA1 2BW.** Get your entry here by 18 March 1993. Normal competition rules apply.

## PRODATA UPGRADE ORDER FORM

**Detach and send to Arnor Ltd, 611 Lincoln Rd, Peterborough PE1 3HA.**

Please send me my upgrade to Prodata 1.2

Offer ends 30 April

**Name** ______________________

**Address** ______________________

______________________

______________________

______________ **Postcode** ______________

**Phone** ______________________

**I use an Amiga with at least 1Mb memory** ☐

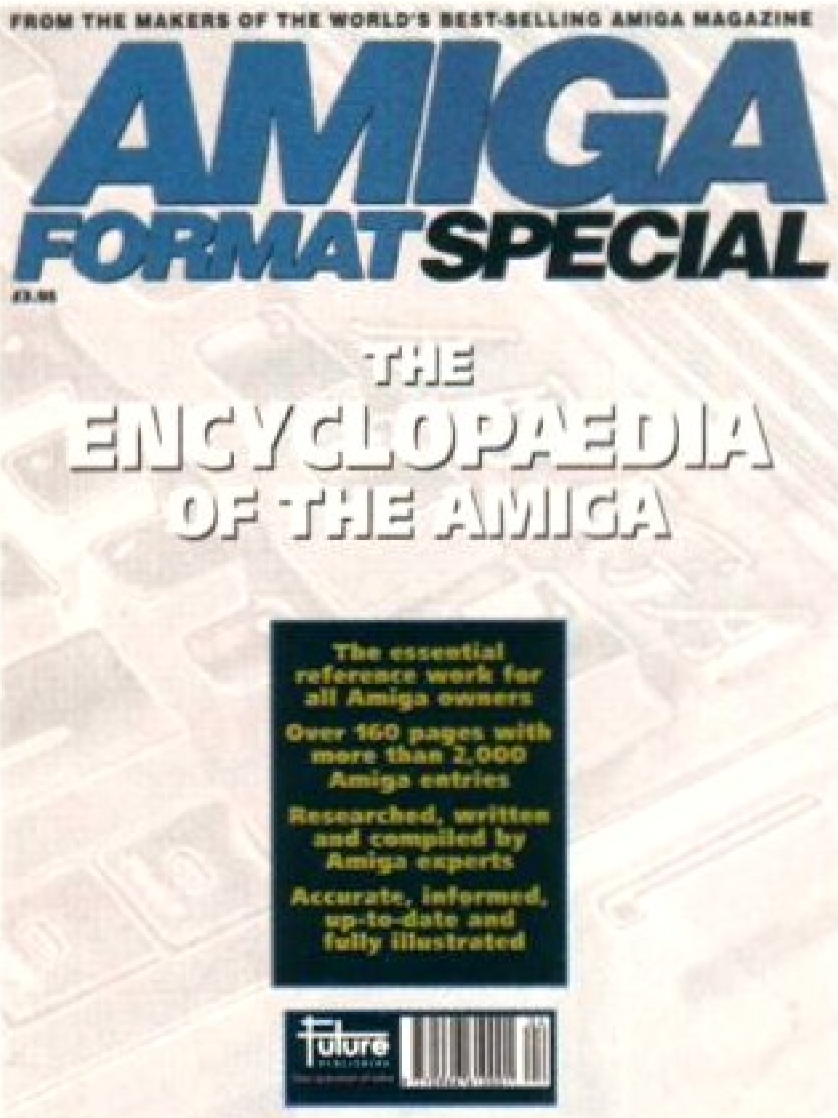
**Payment** **£30** ☐ **£32.50** ☐

**Method of payment:** **Access** ☐ **Visa** ☐ **Cheque** ☐ **PO** ☐

**Card No** ______________________

**Expiry Date** ______________________

## Special Consideration




**The *Amiga Format Encyclopaedia*: more than 2,000 Amiga facts, figures and points of interest.**

How many pages of ***Amiga Format*** information will there be for you in March? 368, that's how many. That's because the fourth ***Amiga Format Special*** is due out in the first week of March and it will be a mammoth 164 pages on its own – try binding all of that inside another magazine!

The *Encyclopaedia of the Amiga* contains more than 2,000 Amiga-related facts and figures, and is packed to the gills with exciting colour illustrations. According to *Specials* editor, Tim Smith: "We've been badgering people who have worked with the Amiga since the beginning in order to bring the complete picture to *Amiga Format* readers. I hope this is just the first edition of *The Encyclopaedia* and that we will continue to update it year-by-year. There's so much information out there regarding the Amiga, that my biggest problem is what to leave out!"

*The Encyclopaedia of the Amiga* costs £3.95 and will be on news-stands from early March. Don't miss it.

## Down! ARexx

You may not know it, but your Amiga probably comes with one of the most versatile programming languages on any home computer. *ARexx* is part of Workbench 2 and 3 and is being touted as a replacement for AmigaBASIC. And now there's a sub-industry starting up in order to help you with this wonder language.

One part of this industry comes from Bruce Smith Books (yet another BSB!) with their *Mastering Amiga ARexx*. The 336-page book features tutorials, details of built-in ARexx functions, as well as programming tips and tricks. There is also a disk with various ARexx listings included.

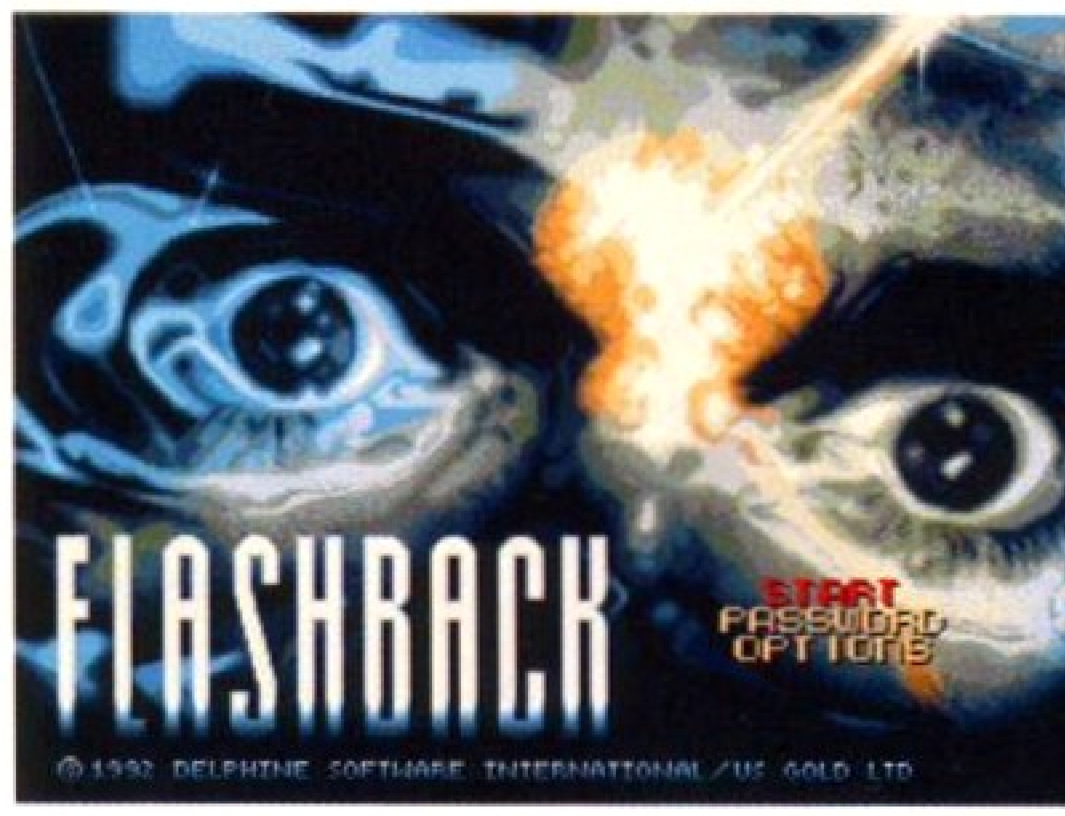
It is written by *ARexx* expert Paul Overaa and costs £21.95. Contact Bruce Smith Books on 0923 894355.

# Delphine back in a Flash

**DELPHINE, THE FRENCH** software house famous for their smash arcade adventure *Another World* (the game featured in the Commodore Christmas advertising campaign), are set to release their next game in the genre.

Although not strictly a sequel, *Flashback* has a similar look and feel to *Another World*, but Delphine claim that it's six-times larger and features a main character animated at a rate of 24 frames per second – which is the same as most animated movies. To create this effect the animators used a process known as rotoscoping, where they film a real actor going through all the necessary movements, and they then transfer those movements to the Amiga.

Although the game is on the shelves in France, US Gold have not supplied finished versions to any UK magazines as yet. But you can bet as soon as they do, we'll be bringing you the definitive review.




**Delphine – the people behind the excellent *Another World* – latest release, *Flashback*, looks just as stunning. See the review next ish.**

# Stuff and nonsense



**Commodore's compact disc forays are being played up and up in the international rumour mill.**

**YOU HEARD IT** here first... various rumours have been circulating in the international Amiga community concerning Commodore and Panasonic combining on a CD-console project (does anyone remember the ACDC?).

Another element to this rumour is the speculation that not only are Panasonic (who are part of the mammoth Matsushita Electronics empire) working in conjunction with Commodore, but that the Japanese company actually might be thinking of buying out Commodore wholesale. This is unlikely in the extreme.

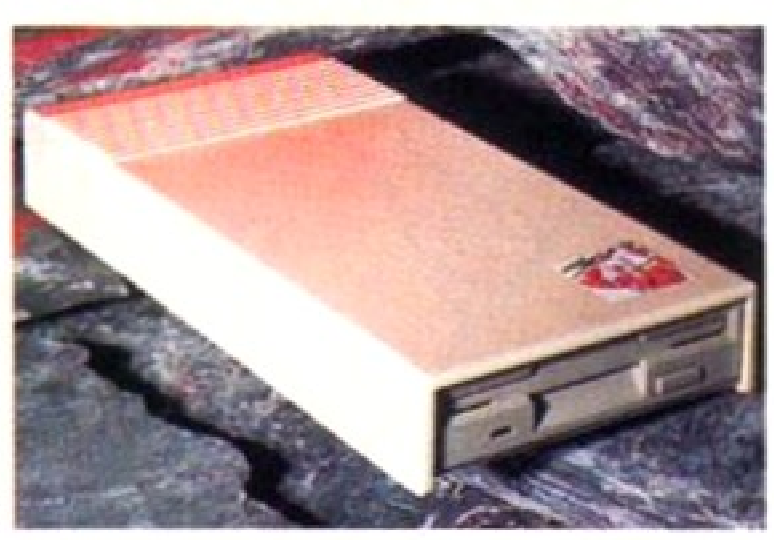
What we do know, though, is that Panasonic are very interested in the CD-ROM side of computer technology and that they have been working very closely with a number of hardware and software manufacturers worldwide. But then again so have Sony. As far as we have been able to ascertain from sources close to and inside both companies, a take-over bid is highly unlikely, and that the rumours are totally unfounded.

As for a CD-based, low-end Amiga, we know that Commodore UK managing director, Kelly Sumner is a strong advocate of CD technology (see ***Amiga Format***s passim) so we see no reason to doubt that such a machine could exist – just read the Future Amiga feature in ***AF***43 and you can see our artist's impression of the beast. But as yet no launch plans for this, or the eagerly awaited A1500/2000 replacement have been announced.

### APPLAUSE FOR ADPRO

**We said it was good (85 per cent in *AF*36), and now ASDG's *Art Department Professional* (or ADPro) has proved it by rating third in MicroPace's list of the Top 50 best-selling Amiga products of 1992. This is an impressive achievement for what many people thought of as just specialist video software. It also proves that this area of Amiga usage is still as popular as ever.**

## 880 into 1200 will go

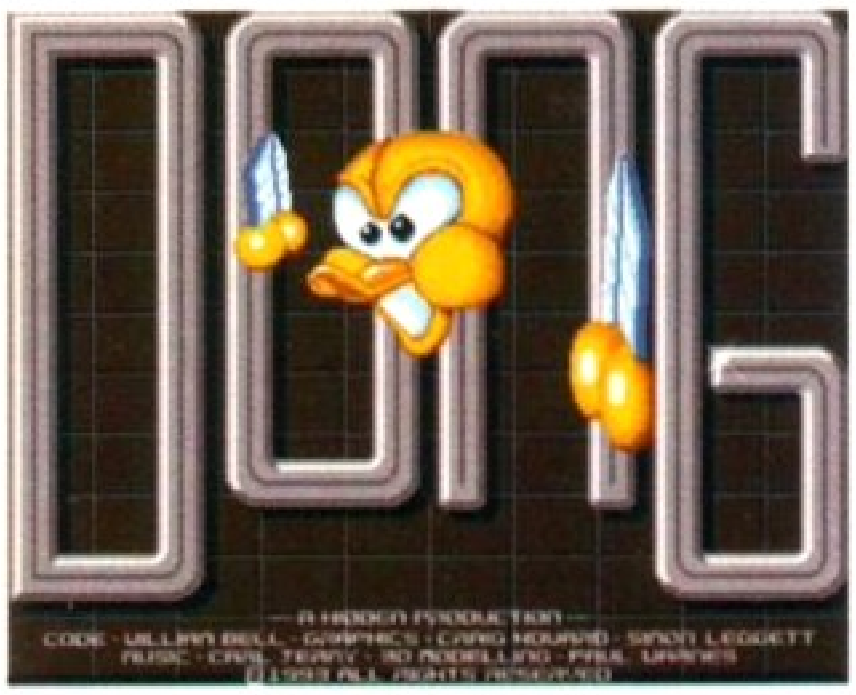


**Yet another problem with the A1200 is revealed and then solved.**

**We reported in WorkBench last month that Power Computing's PC880B floppy drive was experiencing some compatibility problems with the A1200. Power have identified the problem, and new drives are now A1200 friendly.**

**Any owners of drives that are experiencing a problem can get it fixed for the very reasonable price of £15, including return postage. Just send your drive to Power Computing at Unit 8, Railton Road, Woburn Road Industrial Estate, Kempston, Bedford, MK42 7PN, 0234 843388.**

# A duck called Dong



Amiga demo coders are breaking into the mainstream market with the likes of *Dong.*

*Dong* is a new game from a new team of games programmers and Amiga demo coders, The Hidden. They claim that they are aiming to compete with established programmers such as Team 17.

Although it has dubious name, The Hidden assure us that the sexual references stop at the title.

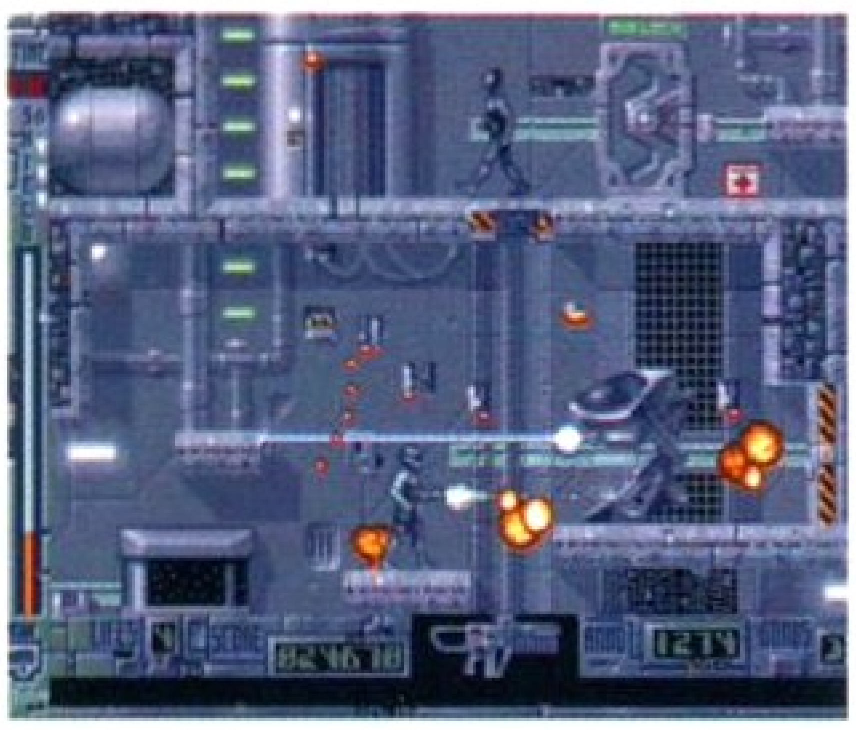
With some stonking new releases from Team 17 on the cards, The Hidden have quite a job on their hands to achieve their aim, but it's certainly looking good so far. *Amiga Format* readers can decide for themselves next month when we include a playable demo of the game on our cover for you to load at your leisure.

# Swedish Hardcore

It's all go from Digital Illusions. They are branching out into the arcade/platform genre with two projects due for completion in September this year. Pictured here is the first, *HardCore*, which looks like a rip-roaring arcade shoot-em-up.

The second, *Ben E Factor*, is a cutesy platformer, which Fredrik says will be similar in style to *Lemmings*. As always, *Amiga Format* will keep you up to date on these games in future issues.

Also from Digital Illusions, the team that created the fantastic *Pinball Dreams* and *Pinball Fantasies*, comes a third pinball game entitled *Pinball Illusions*. According to Digital Illusion's software manager Fredrik Liliègren, the game will be "...the last in the trilogy of smash-hit pinball simulations," and will include loads of new features including multiball.



*Hardcore,* now there's a game name to conjure with. Arcade action from pinball roots.

UK software house 21st Century Entertainment have again got the licence to publish the game.

## Team 17's blow to the senses



Team 17's next release is a furious beat-em-up. Is it a *Streetfighter 2* rival.

Challenge or no challenge (see 'A duck called Dong') Team 17 are still beavering away with Amiga games production.

From what we've seen, *Body Blows*, is a very fast, furious beat-em-up inspired by the (incredibly pricey) Neo Geo game *Fatal Fury* and it's the next offering from Yorkshire-based coders Team 17.

From the demo we have seen, the game looks and plays faster than *Streetfighter 2*, so it looks like it's going to be a biggy!

If it's finished in time we will bring you a full review in the next ***Amiga Format***, but for the moment look out for it on the coverdisk of our dedicated-to-games sister magazine *Amiga Power.*

## The King of Ragnarok 'n' roll!



Mirage's violent answer to chess could be a *Battle Chess* beater.

Coming soon from Mirage, creators of *The Humans*, is *The Legend of Ragnarok*, a game based on an ancient European board-game *The King's Table*. The game sees two teams trying to outwit each other.

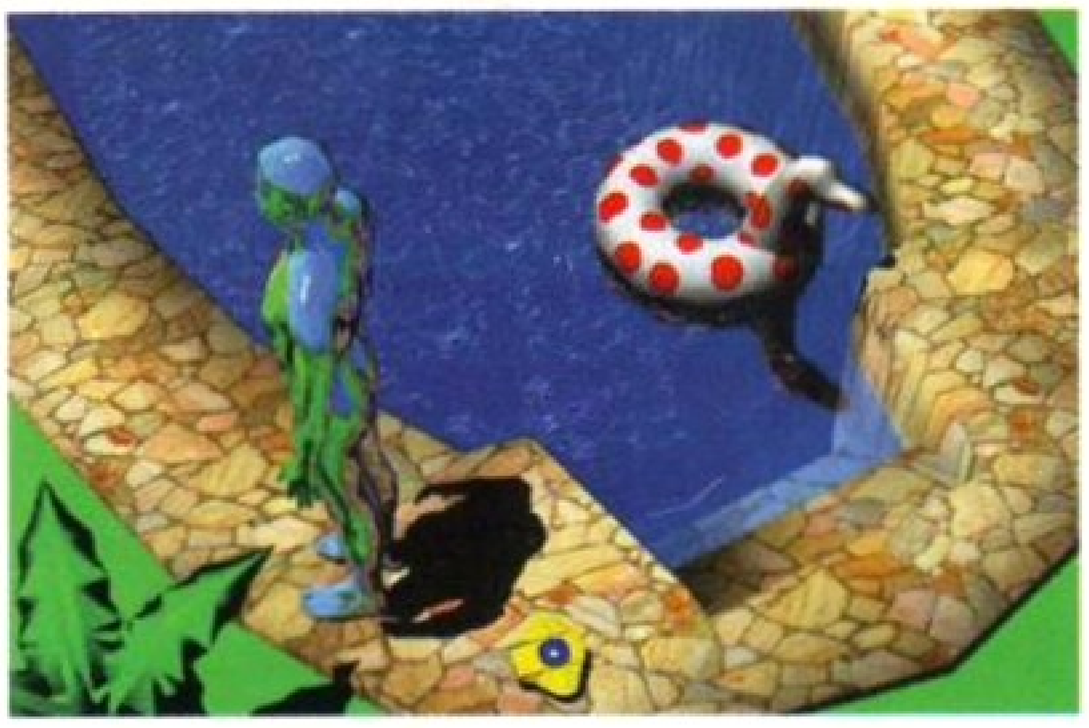
The good team is positioned all around the edges of the board, while the evil team is in the centre. The evil side must try to get its king to one of the corners of the board, while the good side tries to capture all the enemy pieces. Similar to *Battle Chess*, the game contains some gory scenes where pieces take one another using various sharp implements, and music plays to add to the atmosphere. Look out for a full review in next month's ***Amiga Format***.

# This month's top 30

ELSPA PENGUIN CHARTS · COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

| Position | Move | Title / Publisher | Score |
|---|---|---|---|
| 1(–) | New | **Streetfighter 2**<br>US Gold | 87% |
| 2(2) | ■ | **Sensible Soccer 92/93**<br>Renegade/Mindscape | 80% |
| 3(–) | New | **Wing Commander**<br>Mindscape | 83% |
| 4(1) | ▼ | **Zool**<br>Gremlin Graphics | 95% |
| 5(9) | ▲ | **Premier Manager**<br>Gremlin Graphics | 87% |
| 6(26) | ▲ | **Indiana Jones – Fate of Atlantis**<br>US Gold | FG92% |
| 7(14) | ▲ | **AV8B Harrier Assault**<br>Domark | 60% |
| 8(7) | ▼ | **WWF European Rampage Tour**<br>Ocean | 18% |
| 9(4) | ▼ | **Road Rash**<br>Electronic Arts | 84% |
| 10(12) | ▲ | **Campaign**<br>Empire | 79% |
| 11(22) | ▲ | **PGA Tour +**<br>Electronic Arts | Comp |
| 12(3) | ▼ | **Archer MacLean's Pool**<br>Virgin | 89% |
| 13(5) | ▼ | **Pinball Fantasies**<br>21st Century | FG90% |
| 14(19) | ▲ | **Formula One Grand Prix**<br>MicroProse | FG92% |
| 15(8) | ▼ | **Humans**<br>Mirage | 72% |
| 16(11) | ▼ | **Monkey Island 2**<br>US Gold | FG95% |
| 17(15) | ▼ | **Jimmy White's Whirlwind Snooker**<br>Virgin Games | FG91% |
| 18(17) | ▼ | **Civilization**<br>MicroProse | FG94% |
| 19(6) | ▼ | **Putty**<br>System 3 | FG95% |
| 20(–) | New | **Dr Who – Dalek Attack**<br>Alternative | 59% |
| 21(18) | ▼ | **Fire and Ice**<br>Renegade/Mindscape | 89% |
| 22(13) | ▼ | **Lotus 3: The Ultimate Challenge**<br>Gremlin Graphics | 76% |
| 23(–) | New | **John Madden American Football**<br>Electronic Arts | FG94% |
| 24(10) | ▼ | **Nigel Mansell**<br>Gremlin Graphics | 55% |
| 25(20) | ▼ | **Assassin**<br>Team 17 | 85% |
| 26(–) | New | **Mini Office**<br>Europress Software | 84% |
| 27(–) | New | **Ultima V**<br>Origin/Mindscape | 67% |
| 28(–) | New | **Sim Earth**<br>Ocean | 79% |
| 29(21) | ▼ | **Curse of Enchantia**<br>Core Design | 62% |
| 30(–) | New | **Lemmings**<br>Psygnosis | 92% |

# Opal fruits



**IF YOU'VE GOT** the fabulous OpalVision, and you want to upgrade it, but can't be doing with all the bother of contacting Centaur in the States, you'll be pleased to hear that EM Computergraphic of Clacton-on-Sea have secured the rights to distribute the two upgrade disks in the UK. These disks include OpalPaint 1.4, OpalPresents 1.2, OpalHotkey 1.4, OpalAnimUtils 1.4, OpalLibrary 3.1 and the ADPro display module. The disks cost £5.99.

For more information call EMC on 0255 431389.

**Now you can upgrade the fabulous *OpalVision* without having to contact the States – just get to Clacton-on-Sea!**

# Attic Attack




**Now madam consider carefully, do you recognise any of these people at all. Just take your time and point to the face…**




**"These are legendary Germans, and they come in a new game from the *Realms of Arkania* series." Thank you madam.**

**GERMAN CODERS ATTIC** software are to produce their best-selling PC role-playing game *Blade of Destiny* for the Amiga.

The first game of the promising *Realms of Arkania* series, *Blade of Destiny* boasts over 400 hours of gameplay and a wide variety of sub-games which will 'add colour and excitement to the adventure.' Hmmm?

Well we've been reliably informed that the game has already sold 15,000 copies in Germany alone, and it's due for release in March/April this year. Of course, we will bring you a full review in the next issue.

Also in the role-playing-game genre, International Computer Entertainment are soon to release *Abandoned Places 2*, the aptly named sequel to the best-selling *Abandoned Places*.

In a similar style to the classic SSI dungeon exploration game *Eye of the Beholder 2*, *Abandoned Places 2* features customised spells, 64-colour graphics, 32 large and varied levels, and over 25 different characters.

It certainly sounds impressive enough to be going on with, and we are all eagerly awaiting a half-decent new adventure game!

## Hale the pace

**LIFE FOR A1200 owners just seems to get better and better this month.**

**The latest good news is that Micropace are offering you the chance to jet away from RAM and speed problems – thus making even more use of the A1200's 32-bit technology – with the MBX1200 RAM upgrade/accelerator board. The MBX 1200 comes with up to 8Mb of 32-bit SIMM (single in-line memory module) RAM on-board in unison with a Motorola 68881/8882 FPU (floating point unit) math co-processor.**

**Prices for the speedy unit start at £149.95 and rise to £389.90 depending on the amount of RAM and the type of copper you require. For more information call MicroPace on 0753 551888.**

# Futureworld and Dynamite Computers cease trading

**AS FAR AS** we are aware, two computer retail outlets, Futureworld and Dynamite Computers have ceased trading as of late January.

The good news for people who have ordered goods from these two companies is that, to our knowledge, orders made will be honoured by both companies.

With the knowledge that the recession is still claiming victims, firmly at the front of our minds, the April issue of Amiga Format will include an in-depth article with tips and hints to wise and sensible buying. Don't miss it.

# The games real men play

**ARE WE MORE war-literate because of computer games? At *Amiga Format* we reckon given the recent re-emergence of the Gulf War, that sales of war-games must be rising. So we asked two top software houses their opinions regarding the link between military simulations and real-life war, and whether the Gulf war will affect the release of their games.**

**YVETTE WEIR OF MICROPROSE**
***GUNSHIP 2000, B-17…***

**"MicroProse have been producing games for over 10 years. In the past five years we have included Persian Gulf scenarios, and so we can not be accused of cashing in on the hype of a war.**

**"Our games are simulations of aircrafts, not wars. However, we anticipate a slight increase in sales due to the recent activities in the Gulf."**

**SIMON JEFFERY**
**OF ELECTRONIC ARTS**
***DESERT STRIKE…***

**"The Amiga version (of *Desert Strike*) is not ready yet. We will have to sit down and assess the current situation in the Gulf as and when it is ready. We certainly haven't seen any increase in sales of the Mega Drive version of the game recently."**

# Revolutionary Gibbons

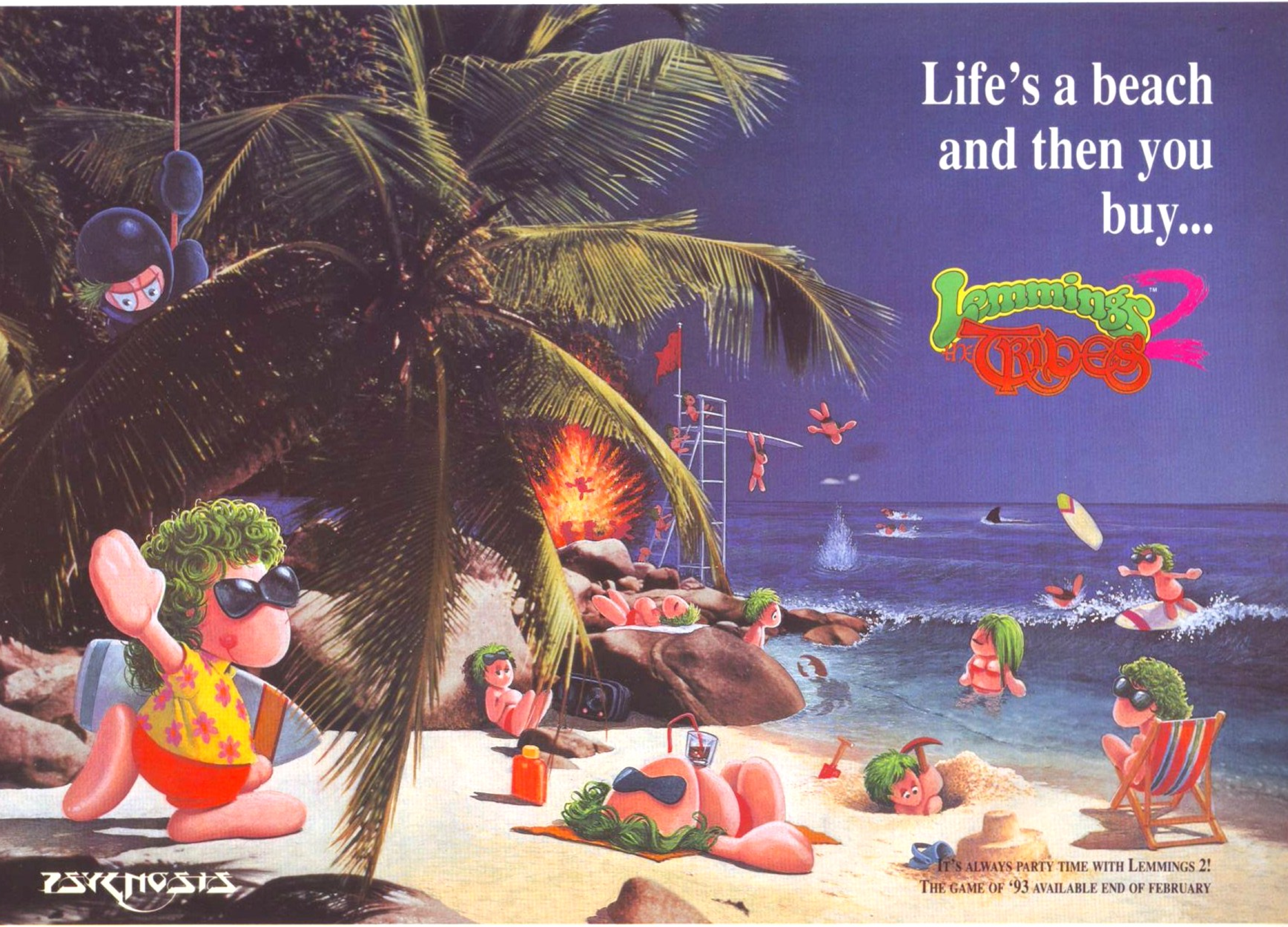
Revolution, the team who created *Lure of the Temptress*, have teamed up with comic book artist Dave Gibbons to create *Beneath a Steel Sky*, a cyberpunk-style futuristic adventure. Gibbons' previous credits including the Hugo award for his work on the cult graphic novel *Watchmen*.

Written using a similar engine to *Lure of the Temptress*, the so-called 'Virtual Theatre' system, *Beneath the Steel Sky* tells the story of a man seeking to discover the secrets of a world controlled by computers (it sounds very much like there could be an Arnold Schwarzenegger film tie-in somewhere here).

From what we understand, the game is likely to take advantage of the A1200's 32-bit capabilities, and will be ready for release in the summer through Virgin Games.

## STOP PRESS

**Also under development from Team 17 is *Alien Breed 2*, and all you lucky A1200 owners out there can rest easy – the A1200 specific version will be released two months before the A500/600 version. This is the kind of trend we think you gamers will have to get used to in the future, as games are more likely to be developed for the A1200 and then ported down to the A600. The future is grand!**


Life's a beach
and then you
buy...
Lemmings 2 The Tribes
It's always party time with Lemmings 2!
The game of '93 available end of February
Psygnosis

£1.00 per disk for 15 or more disks

# Software Expressions

£1.25 per disk

**Introducing some of the best public domain & shareware disks available for the Amiga today. Go on...express yourself!**

+=Plus compatable

## UTILITIES

| | | |
|---|---|---|
| +U001 | A-Gene (1 meg) | Trace your ancestors |
| +U006 | Amigazer | For those astrologists |
| +U016 | Biorhythms (1 meg) | Chart your feelings |
| +U033 | Education 1 | Learn German |
| +U035 | Education 3 | Weather |
| +U036 | Education 4 | Evolution |
| +U052 | Business Card Maker | Simple, but useful |
| +U084 | Wordwright | For all you dizlecksicks! |
| +U089 | Journal | Very good account-handler |
| +U092 | Cartoon Brushes | Lots of famous characters |
| +U098 | Database Master | Comprehensive AMOS database |
| U104 | Golf Recorder (1 meg) | Excellent disk, with pictures |
| +U118 | Amiga fox | D.T.P. Package |
| U122 | Perm Checker | Checks pools winnings |
| +U123 | IQ Tester | How thick are you? |
| +U124 | Chess Tutor | The quest to become a Grand Master |
| +U128 | Viz Clip Art | Roger Mony in D Paint |
| +U130 | Label Designer | Various label printers |
| +U134 | Ami Cash | Best accounts package around |
| +U140 | Amibase Prof | Excellent database |
| U140 | Text Engine | Excellent word processor |
| +U142 | Super Fonts | Lots of Super Fonts |
| U144 | Samples Discs (4 disks) | Soundtracker Modules |
| U149 | New Super Killers | Updated virus killers |
| +U149 | The Main Event | File event editor |
| U150 | Languages Spanish, German, Italian +French dictionary | |
| +U151 | Imploder v4.0 | File compresser |
| +U152 | PC Task | Emulates IBM + PC programs |
| +U153 | File-a-fax | As it sounds |
| +U154 | QED | Beginners word processor |
| +U162 | The Complete Bible | The new testament on disc |
| +U164 | World Databank | Creates maps of the world |
| +U165 | A-graph | Creates bar graphs |
| +U171 | Understanding Amos | Language tutorial |
| +U175 | Text plus VERSION 4 | Excellent word processor |
| +U178 | (2 Discs) Analytic ALC | (2 Discs) Best spreadsheet available |
| +U179 | Calorie Base | Work out your own calorie intake |
| +U185 | Astronomy | Calculates positions of planets |
| +U187 | Emulator disc | ST - MAC - BBC - MAC File convertor |
| +U190 | Shadow demo maker | Create your own demo |
| +U194 | Total concepts | Learn about dinosaurs |
| +U195 | Home Manager | Create an address book |
| +U204 | Race Rate | For horse racing information |

## DEMOS

| | | |
|---|---|---|
| +D015 | Agatron Star Wars (1 meg/2 disks) | Captivating graphics |
| +D016 | Acid Music | Some wicked museec & grapheecs! |
| +D058 | Enterprise leaving dock | Famous animation |
| +D075 | Girls of sport | Pretty shots of talented girls |
| D092 | Iraq demo (1 meg) | Topical cartoon. Bush meets Saddam! Bang! |
| +D099 | Jesus loves Aciid | Mindblowing music and graphics |
| +D114 | Mike Tyson anim. | Well compiled |
| +D148 | The Run (1 meg) | T. Richter's car-chase animation. Good |
| +D162 | Stealthy Manoeuvres (1 meg) | Excellent demo |
| +D166 | Star Trek Animations | Anims. of USS Enterprise |
| +D177 | Star Trek Animations | Agatron no.17 More like above. Good |
| +D225 | Reincarnation of Sgt. Pepper (2 disks, 1 meg) | Beatles classic |
| D226 | Virtual World | Best demo of year?! |
| +D251 | Debbie Harry (2 disks) | Slideshow Blondie |
| +D253 | WWF Wrestlers | Hogan & more |
| D254 | Ray of Hope | Acidic Demo |
| +D278 | Desert Storm | Information on Gulf War |

## MUSIC

| | | |
|---|---|---|
| +M006 | Batdance remix | Really good disk. Catchy stuff |
| +M016 | Depeche Mode | 8 Tracks of reasonable quality |
| +M032 | Godbrain loves the world | Great acid-house musak |
| +M057 | Powerpack 3 (1 meg) | Includes Vanilla Ice track |
| +M059 | Powerpack 5 (1 Mb) | 4 classy house tracks |
| +M062 | Random Access | Art of Noise and more. Startling acid track |
| +M080 | Pet Shop Boys | Manic mix |
| +M081 | Miami Vice | Theme music remix |
| M084 | The Wall | Pink Floyd classic |
| M090 | Led Zeppelin | Stairway to Heaven etc. |
| +M093 | MC Hammer | You Can't Touch This |
| M094 | Guns'n'Roses | Heavy Metal Freaks |
| M101 | Magic Roundabout | As it sounds! |

## GAMES

| | | |
|---|---|---|
| +G001 | Autobahn 3000 | Control ball through tunnel. Hard |
| +G003 | Antep (1 meg) | Adventure, also slot cars |
| G004 | Airwar | Fighter simulation. Good shareware game |
| +G005 | All New Star Trek (2 drives) | USS Enterprise classic. Best one |
| +G010 | Breakout | Classic bat & ball game |
| +G011 | Blizzard | Horizontal shoot-'em-up. High quality |
| G013 | Bullrun | War-game, based on US Civil War. Control army |
| +G014 | Adventure Solutions (2 disks) | Loads of hints of commercial games |
| +G015 | Crossfire (1 meg) | Excellent game written in AMOS |
| +G019 | Dungeon Delver (2 disks) | Difficult adventure quest |
| +G021 | Demolition Mission (1 meg) | Similar to Balloonacy, good fun |
| +G023 | Electronic Train Set (1 meg) | Construct own train set |
| G029 | Flaschbire | Old favourite. Get to alarm clock |
| +G031 | Gravattack | Control spaceship, picking up keys |
| +G043 | Learn and Play 1 | Good for the kids. Blackboard maths. etc. |
| +G044 | Learn & Play 2 | More fun for the kids |
| +G053 | Mayhem | Brilliant shoot-'em-up |
| G055 | Mechforce | Strategy game |
| +G059 | Nethack (Fish 460) | Good adventure game, recently appraised |
| G060 | Pipeline | Build an oil pipeline |
| +G061 | Pick up a puzzle (1 meg/2 disks) | Fit the pieces. Good for the kids |
| G062 | 3D Pool | Control cue with mouse, and it's all pot luck! |
| G063 | Pacman | The classic game still here |
| +G065 | Pixie Kingdom (2 disks) | Tricky adventure game. Good |
| +G071 | Return to Earth (1 meg) | Space adventure |
| +G072 | Star Trek : Next Generation | Not as good as G005 |
| +G076 | Star Fleet | Addictive shoot'em up |
| G077 | Seven Tiles | Excellent speedball game from Alpha |
| +G081 | Trek Trivia | Test your Star Trek knowledge |
| +G083 | Wooden Ball (1 meg) | Score three goals to win |
| +G084 | Wet Beaver Tennis | Simple, but good fun bat & ball game |
| +G086 | Wraithed One | Good general knowledge quiz |
| G099 | Cabaret Asteroids | Best version yet. Recommended |
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What do we mean, Amiga Format is going live? That the world's best-selling Amiga magazine is turning into some kind of Frankenstein's monster?

Well, no. What we mean is that we've arranged a very special event this Spring for all Amiga owners. It's going to be a computer show like no other, arranged exclusively for Amiga owners and inspired by the people who run Britain's favourite computer magazine.

What will be happening there? Well, first and foremost there will be stall after stall overflowing with great Amiga bargains - games, hardware, serious software, the lot. Just like in Amiga Format.

Naturally, because it's a live event that also means you can get advice and see products demonstrated by the people who make and sell them. Which makes life an awful lot easier.

And that's as well as taking advantage of some very special prices.

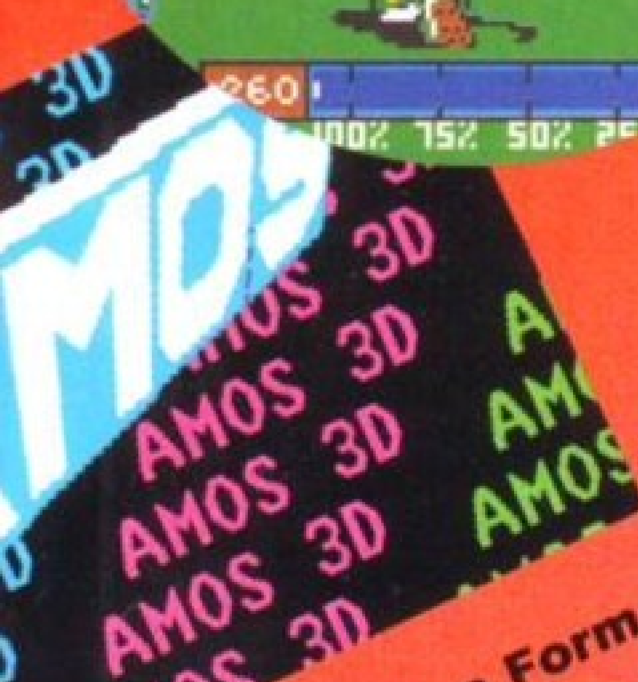
So it's a great place to go shopping, but there's a lot more besides.

Commodore, the makers of the Amiga, are giving their full backing to the event and will be there in style.

# What happens w
# the world's to
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The Amiga Format team will be there along with a host of other Amiga experts, to have a chat, answer your questions and help you out with any specific Amiga problems.

A special Sound and Vision area will concentrate on Amiga graphics and music, and how they can be used in making your own videos.

For gamesplayers, there's the Amiga Power arcade where you can see – as well as play – all the latest top game releases. And you can experience virtual reality for yourself, too.

The venue has yet to be confirmed, though it's a prestige central London site, and much more has yet to be revealed about what new products will be launched at the show, and other special events, so keep an eye on the news pages of your favourite Amiga magazine.

But what's certain is that it's going to be quite an event. If you've got an Amiga, you really ought to be there. So make sure to get it arranged right now, and we'll see you there!

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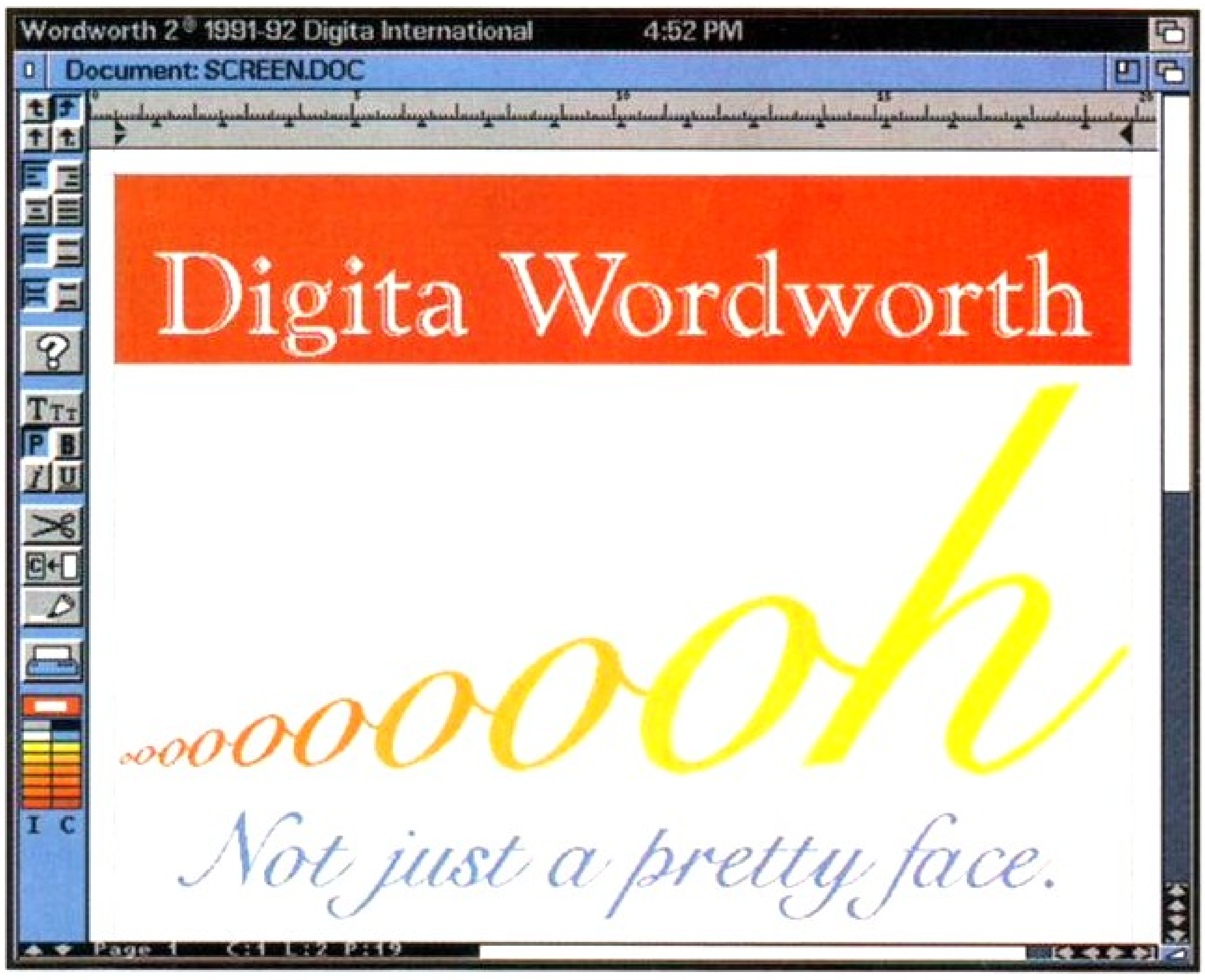
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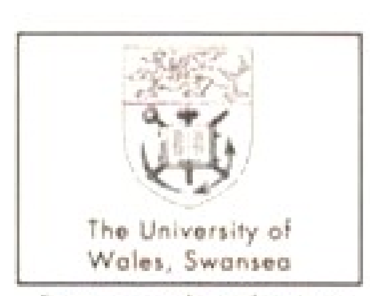
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# Unlock the power of your Amiga

## with the Amiga Format Instant Software Library

Having a super-dooper expanded Amiga, with 8Mb of RAM, an accelerator and a 24-bit card is all very nice, but until you get some decent software to run on it, it's completely useless. Choosing the correct software for the job can be a difficult task, so on the next seven information-packed pages, we take a look at the main areas of Amiga usage and tell you what software rules the roost in each discipline.



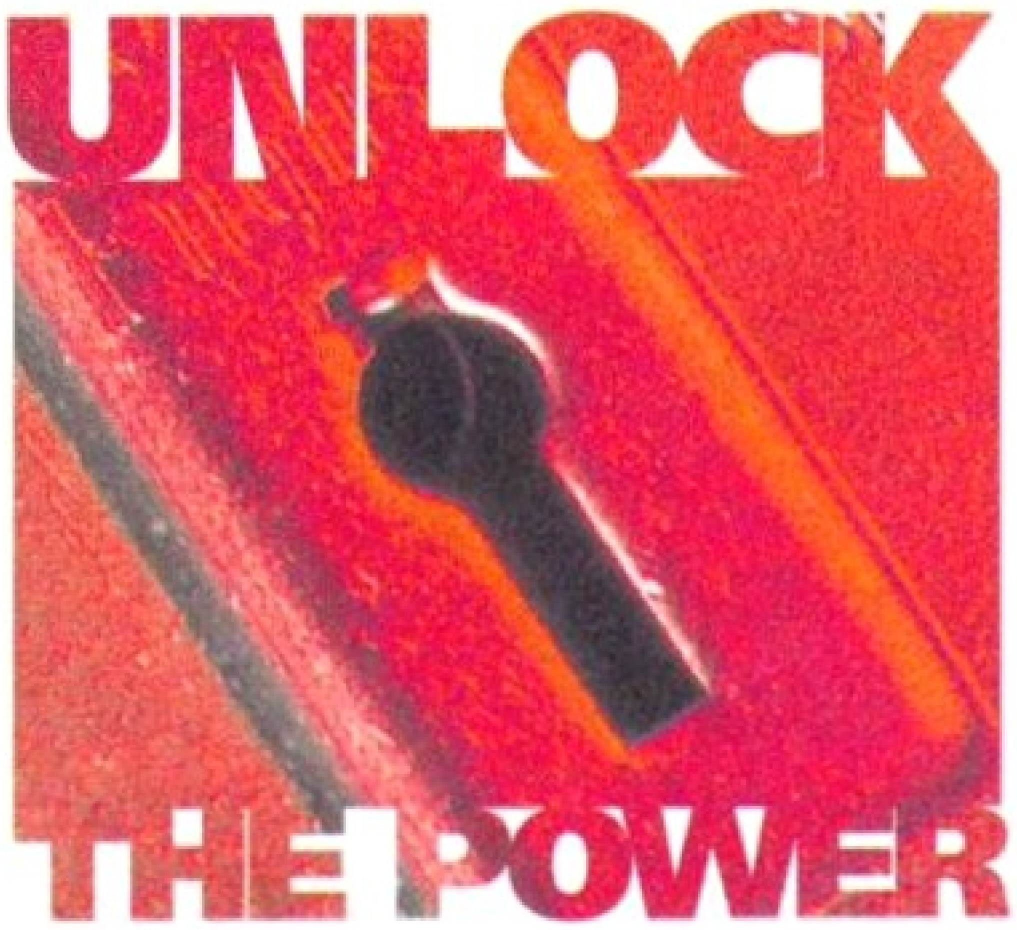

You have an Amiga, or you're thinking of getting one. Either that or you're stood in Smiths waiting for your girlfriend and this looked like as good a magazine as any to have a browse through. But for simplicity's sake we'll assume you have an Amiga. You may have bought it to play games on, or you may have bought it for some other, more serious, purpose. But whatever reason you got it for, you need software to get anything useful out of it at all. Whether that software be *Streetfighter 2* or *Professional Calc*.

The Amiga is so good at so many things though, that to just use it for one or two tasks is a bit of a waste, no matter how well it handles those tasks. Many of us know that our machines are capable of far greater things, but we're not quite sure about how to go about doing those things. Well it all begins with software. For a home computer, the Amiga has a dazzling array of software packages to do all sorts of things, from predicting the form of racehorses to creating professional-quality DTP documents, and everything and anything in-between.

But if you decide you want a go at word processing how do you decide which bit of software to use? You could go down to your local Dixons, but the staff there have been known to think RAM stands for Robot Astounding Memory. You could try your local specialist computer shop, and this is quite a good idea, but some shops will try and sell you what they have, rather than what you need. So it's a good starting point to go into the shop with some idea of what you're after. Enter *Amiga Format*, every month we review and rate all the latest software, and we frequently produce round-ups of software and hardware in order to help you make your buying decision.

In the next few pages, we're going to take a look at some of the most popular areas of Amiga usage, and tell you what we've found to be the absolute best in software. And because the best sometimes costs the most, we'll be looking at three price points: the expensive, cost is no problem, a more sensibly priced piece of software and the absolute bargain software that you can pick up in the Public Domain or on a Coverdisk on a back issue of this very magazine.

This guide is intended for someone wanting to try out something new on their Amiga. While the programs in the following pages are by common consensus the best of the best, if you have very special or precise requirements of a piece of software, try before you buy. Or better still refer to the original full reviews in *Amiga Format*.



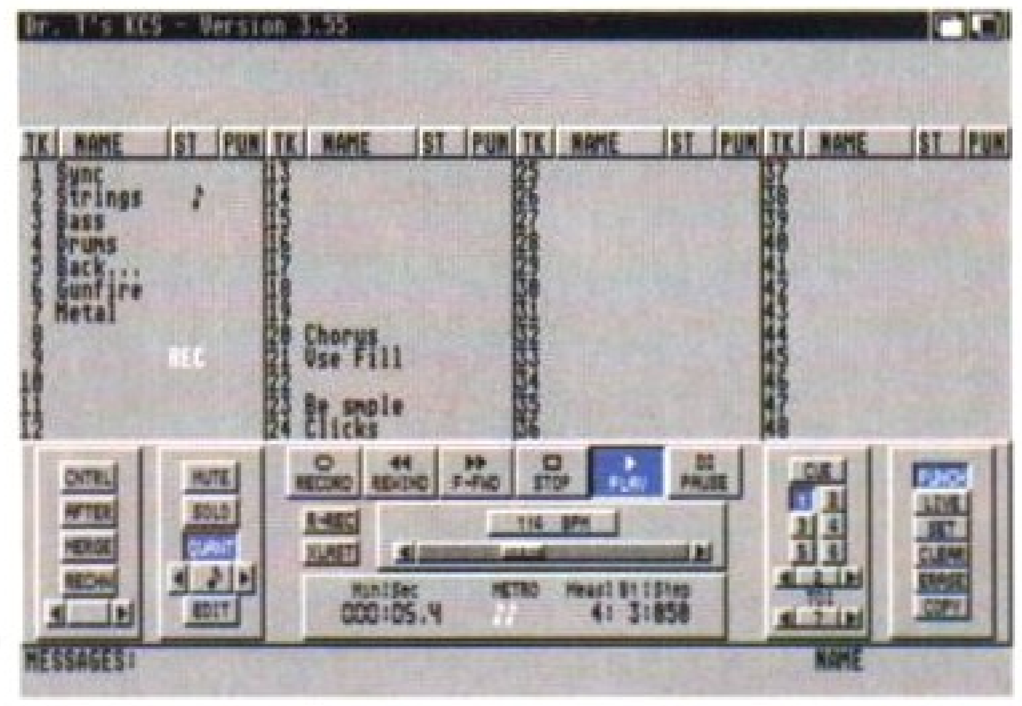

# Music

**THE ATARI ST** has always been the most popular music computer, due to its built-in MIDI facility. The Amiga, though, has made big gains and there's now a good selection of Amiga packages for all levels of virtuosity, from the novice to the professional.

## DR T'S KCS 3.5 LEVEL II £279

**ZONE ■ 071-738 5444**

*KCS* was one of the Amiga's first MIDI packages, but it wasn't very accessible. So Dr T's sharpened it up and re-released it with an extensive suite of ancillary programs. The package features the *KCS* sequencer; *Tiger*: a graphical sequence editor, that lets you set up a note sequence; *Automix*: a computer based mixing desk which allows you to control the stereo panning and volume of tracks during mixdown; *Quickscore*: allows you to get hard copy of your track from a printer; and Phantom: allows you to sync the sequencer to several popular multitrack tape recorders. Flexible, powerful and reasonably priced.




**Dr. T's KCS, the most powerful keyboard sequencer for the Amiga, comes with a whole suite of programs.**

## STEREO MASTER £39.95

**MICRODEAL ■ 0726 68020**

As with any sampler, *Stereo Master* requires some hardware. Basically just a sampler, it has a simple sequencer feature, but this function is limited. The program has reasonably good sample-editing features and some useful effects that can be applied to sampled sounds. It can be bought from our mail order pages (172-174) and is bundled with Quartet. This helps make up for the poor sequencing features by offering a free, fullfeatured MIDI sampler.



**If you want to make a bargain start in the world of sampling, Microdeal's *Stereo Master* is for you.**

### MED

**AMIGANUTS UTD**

**There is no shortage of good PD and shareware. If you are looking for an Amiga sequencer, take a look at *MED* from Amiganuts Utd, this shareware program features MIDI compatibility, inbuilt sampling and sound synthesis facilities, all for a mere £10. Now on version 4, and constantly being updated, *MED* gives full-price programs a run for their money. This package is the choice of many serious tunesmiths and it has the added advantage that *AMOS Professional* can play *MED* tunes, so they can be easily assimilated into games and have other programs written in it.**

# Desktop publishing

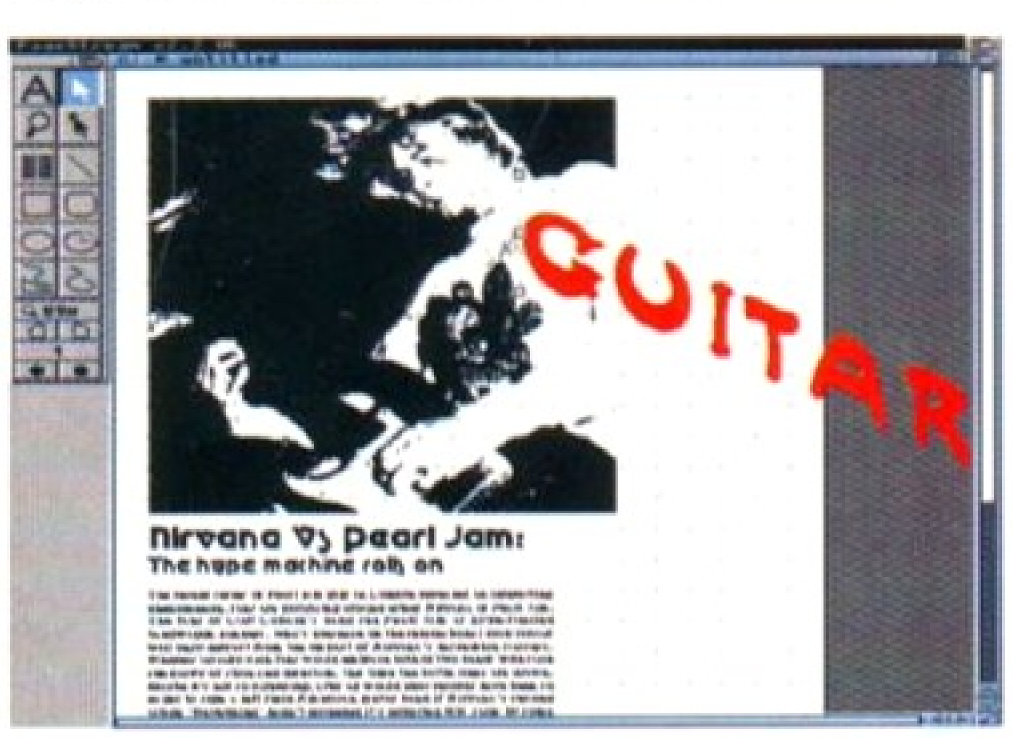
**THE AMIGA HAS** a long DTP history, and at one time there was a Canadian magazine that was designed and laid out totally on an Amiga. There is no shortage of DTP software for the Amiga. But DTP programs are very complex and take a lot of machine power and memory, so be sure and check that your machine meets the program's specification before buying. And remember a DTP package is no good without a printer.

## PAGESTREAM 2.2

**£199.95 ■ SILICA ■ 081-309 1111**

The most professional DTP program the Amiga can boast, *PageStream* is an immensely powerful tool, yet it can be run on a relatively modest Amiga setup. Just 1 meg and 2 floppy drives are all it takes to start producing excellent looking lay-outs in *PageStream*. If you have a more powerful system, *PageStream* will exploit it to the full. Although it is very simple to use the program boasts some very interesting features.

Structured graphics can be edited on the page, and text can be skewed, perspectivised and rotated. It offers full-colour PostScript support, which means it can output printer's film from a very high resolution printer called an imagesetter. Agfa Compugraphic, Soft Logik and Adobe Type 1 fonts are all useable by this incredibly powerful program. The choice of Professionals.




**Professional DTP on the Amiga reached new heights with the release of *PageStream 2.2*.**

## PAGESETTER3

**£49.95 ■ SILICA ■ 081-309 1111**

At an unbelievably cheap price, Gold Disk's new version of *PageSetter* offers a more complete package than any other DTP program. Not only do you get a capable layout program, but a paint program and word processor as well.

Full AGA support means that on the new A1200/4000s the screen displays in 256 colours, giving this package the honour of being the first Amiga DTP program to be able to display graphics in colour. This is by far the cheapest Amiga DTP program ever to offer colour support, but sadly the PostScript printer support doesn't give colour separations. Despite one or two minor niggles, this program represents an incredible bargain at the price. See the full review on Page 146 of this issue.




**A full-colour DTP package for under £50, you cannot be serious! We are and it's called *PageSetter 3*.**

### AMIGA FOX

**PUBLIC DOMAIN**

It wouldn't really be very fair to expect too much of a PD DTP program, especially one which only occupies a mere 42K of RAM. But the thing is *Amiga FOX* is surprisingly good.

Sadly offers no colour support, but what do you expect at the price. The features are about equal to the original *PageSetter* (given away on the *AF*34 Coverdisk, but now sold out). If you think you want to try DTP, but aren't sure, give this a go.

# Paint packages

**THE BEAUTY OF** computer painting is that you can change your image as many times as you wish. Not to mention all the excellent tools that computer art packages have, which enable you to draw perfect squares and circles and let you do lots of other things.

You never have to wash out your paint brushes, and there's no chance of ruining your favourite clothes, or worse still the lounge carpet by getting paint all over them. All this is before we even mention animation. Most computer art packages are capable of animating your creations in one way or another.

Paint packages for the Amiga are common, after all the machine is renown for its graphical capabilities but the best are...

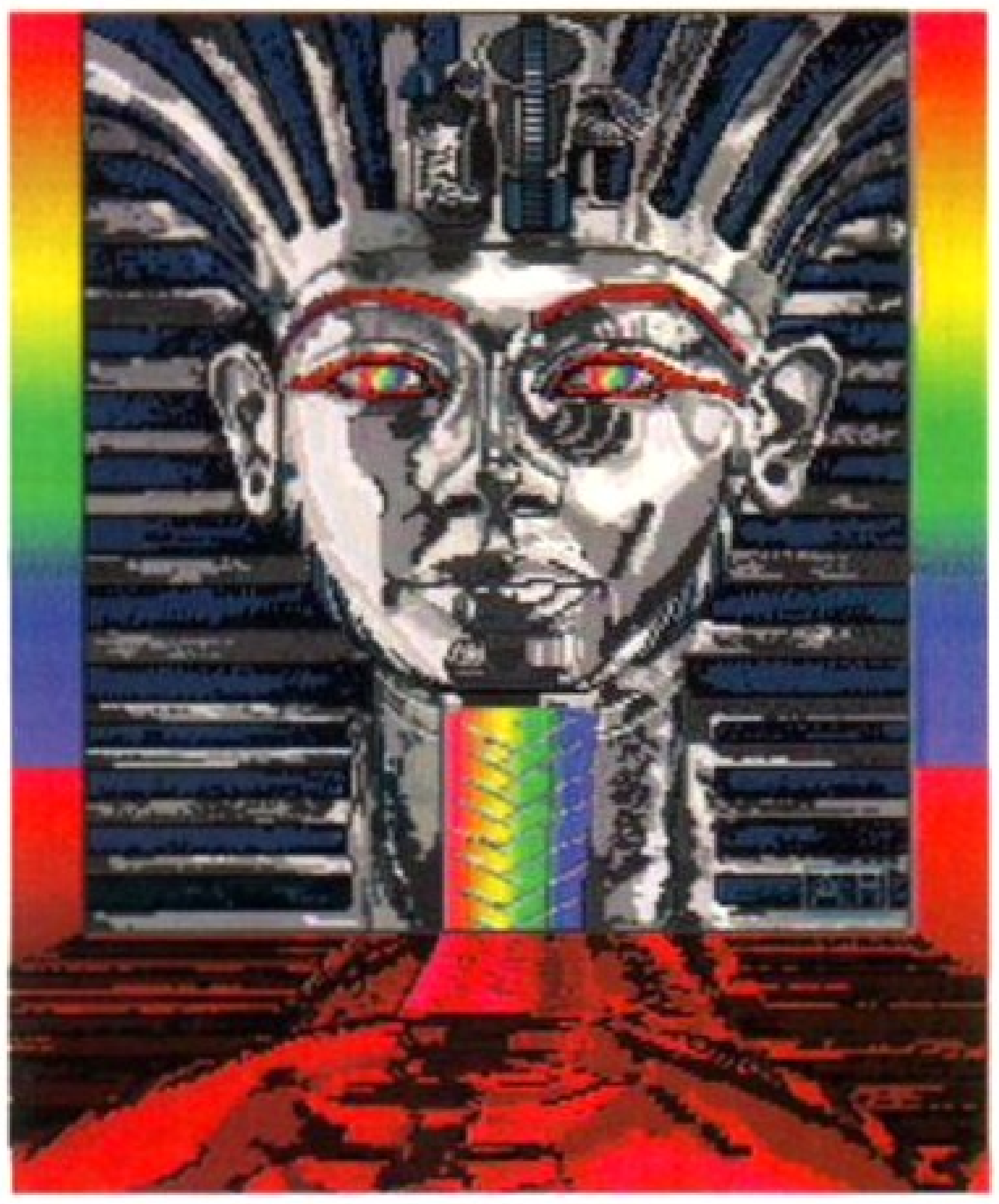
## DELUXE PAINT IV

**£89.95 ■**
**ELECTRONIC ARTS ■ 0753 549442**

The long-time champion of the Amiga paint program battle – *DPaint*, as it is often known – has been around for almost as long as the Amiga itself. Its basic layout and tools have been imitated by hundreds of pretenders, yet none have managed to combine *DPaint*'s power and ease of use.

Electronic Arts, the producers of *DPaint*, co-operated with Commodore on the creation of the IFF (or Interchange File Format), which has become the Amiga's standard file format, particularly for pictures. Now in its fourth incarnation, *DPaint* will be very familiar to many Amiga users, since earlier versions of the program have been given away in various Amiga bundles.

But version 4 really is that bit special, it was the first Amiga paint package to enable users to use both HAM and normal screen modes. The same tools as always are there, but the addition of 4,096 colours and an ingenious mixing palette to help you get the most from them, elevate *DPaint* above the competition. A range of image-processing effects also add to the power of *DPaint IV*. Although it can be slow in HAM mode, this is still the paint program to have. A1200 users should check out the AGA version of this program, reviewed on Page 132.



**King Tut's head has become a symbol for quality paint packages since being adopted by EA for their *DPaint* series.**

## SPECTRACOLOR JR

**AMIGA FORMAT 35**

**If you want a paint program on the cheap, *Spectracolor Jr*, on *Amiga Format* 35 Coverdisk is difficult to beat. This HAM-only paint package has all the usual tools you would expect, but on top it has a nifty feature that allows you to wrap a brush onto a geometric shape. If you can cast your mind back to *Amiga Format* 30 (if not check out the back issues on Page 168 of this issue), this is the program that we used to make the Christmas baubles on the cover of that issue.**

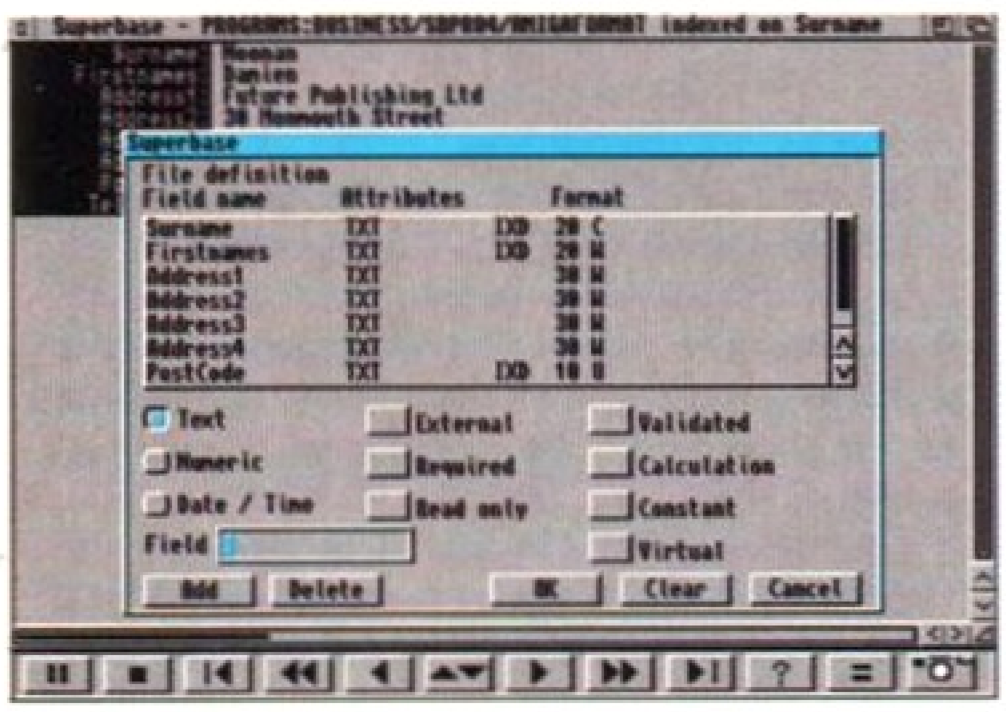
# Databases

**THE USEFULNESS OF** a good database cannot be overestimated. Here in the *Amiga Format* offices we are just compiling a database of everything we have ever reviewed, complete with which issue we reviewed it in, on what page and what score it got. Imagine how useful that will be. But there are many other uses for a database, what is your address book if not just a database of the people you know and what their address and phone number is. Imagine having all that data to hand instantly, sorted as you need it. That's what a database is for.

## SUPERBASE PROFESSIONAL 4

**£411.19 ■ OXXI AEGIS**
**0101 310 427 1277**

The mother and father of all things databasual, *Superbase Pro 4* has more features than anyone could ever possibly use, but if you do need a particular feature you can bet it's in there. Apart from the usual stuff like user-definable records and multiple sort fields,



**Hey, it's a database, what do you expect. It may look boring, but Superbase Professional 4 is superb.**

*Superbase Professional* has an object-orientated forms designer. This feature lets you design screen versions of forms, so that the person entering the data doesn't have to deal with the database program beneath.

One truly amazing feature is sound and picture file support, so part of your record can be an actual IFF picture or sound sample, meaning you can create a multimedia database. The only problem with *Superbase Professional* is the price, it comes in at over £400, although the price is expected to fall drastically in the near future.

## SUPERBASE PERSONAL 2 £99.95

**OXXI AEGIS ■ 0101 310 427 1277**

For a more reasonable price, it is possible to pick up *Superbase Professional*'s little brother. And though the price is a lot lower, the specification isn't. This is still a well-featured database. Like its big brother, sound and picture files can be played or displayed as part of a record. You can sort data via 999 separate indexes, have up to 16 million records in any database and an unlimited number of fields per record.

The maximum file size it can handle is 17 gigabytes, which is large enough for all but the tax departments of medium-sized countries. Databases are sortable on any field and all these records are accessible through an easy-to-use, VCR-style control panel. Until *Superbase Pro* is available for under £200 this is the best value database on the Amiga.



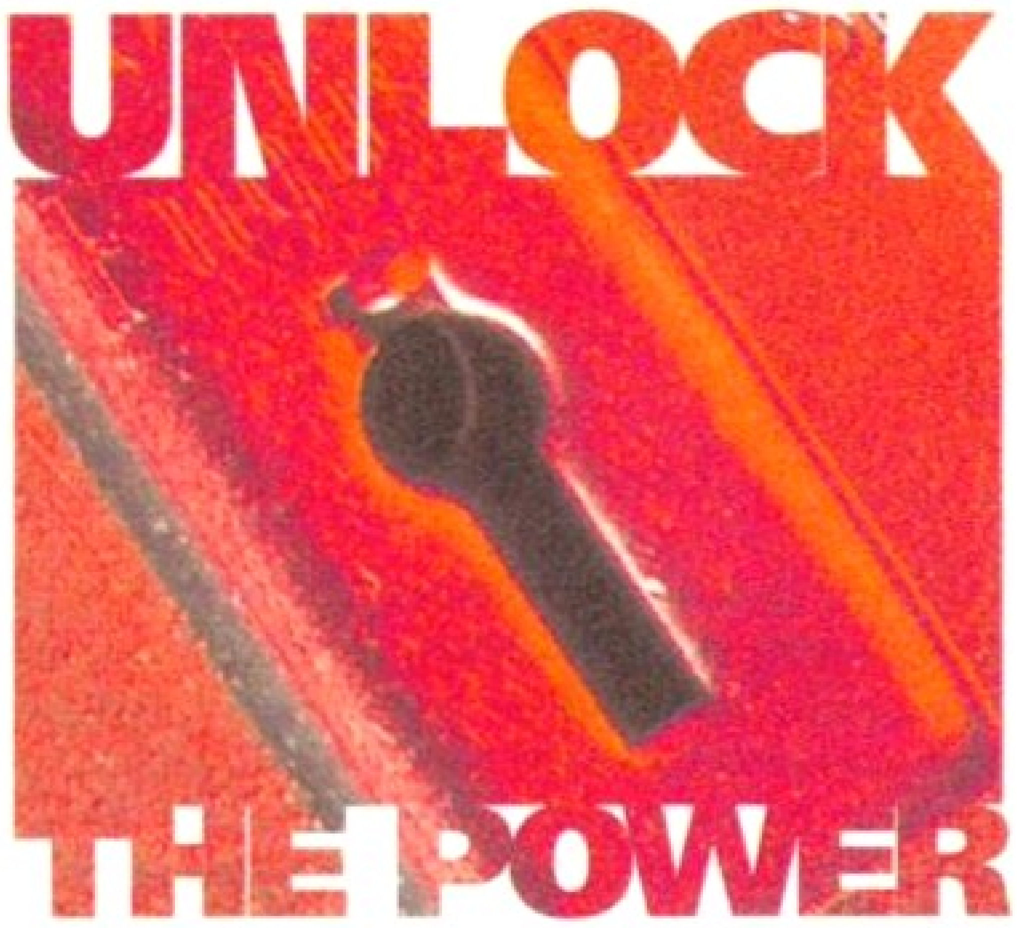

***Superbase Personal*, like the *Professional* version can display picture files as part of a record.**

## AMOS DATABASE

**DEJA VU ■ 0942 495261**

**Without a shadow of a doubt the best database on the PD circuit has to be the *AMOS database* As the name suggests, it is written in *AMOS*. Its very impressive frontend allows access to a powerful database with masses of text and picture manipulation facilities.**

**Pop-up menus for virtually everything make file access a simple matter. If you want a database for next to nothing, then you need look no further than this excellent piece of software, and it'll cost you virtually nowt.**



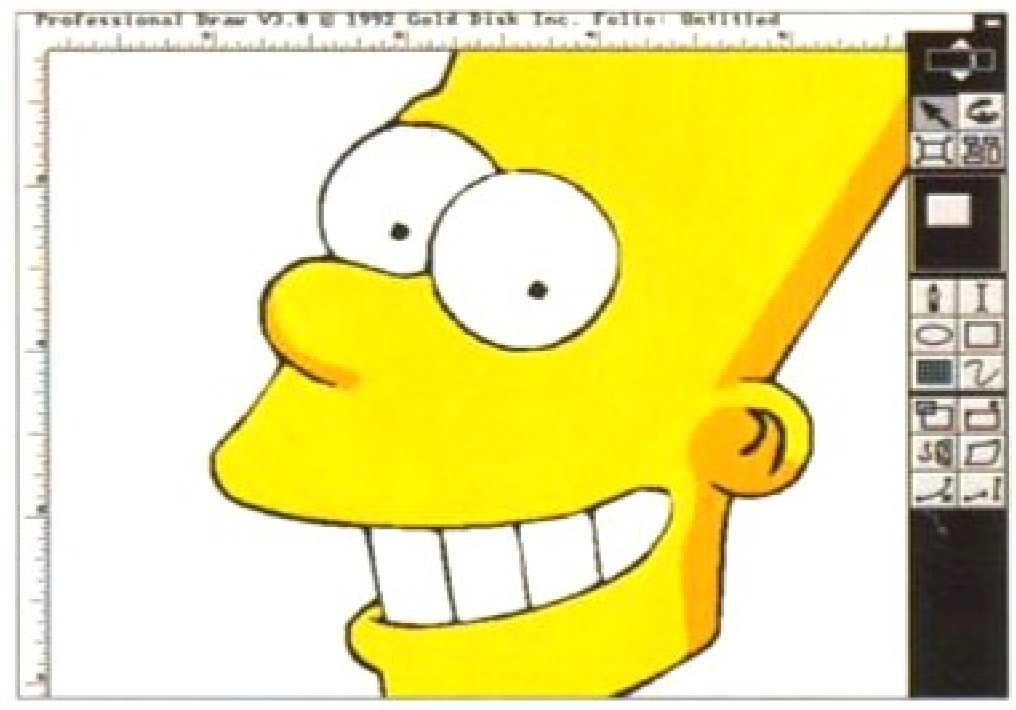

# Drawing packages

**DRAWING PROGRAMS CREATE** a picture by defining a series of points, and the lines that connect these points. The resulting drawings can be rescaled to any size without becoming jaggie, or bitmapped. Drawing programs are useful when used with DTP programs, for the creation of diagrams and logos.

## PROFESSIONAL DRAW 3 £99.95

**SILICA SYSTEMS ■ 081-309 1111**

Originally created as a partner for the *ProPage* DTP software, *ProDraw* was for a long time the only structured-drawing package for the Amiga. In fact the file format used by *ProDraw* has become the standard for Amiga drawing packages. *ProDraw* has all the features you could want from a drawing package, like geometric, freehand and bezier drawing tools and more. One useful feature is the autotrace facility, this allows you to take an IFF image created in a bitmap drawing package and convert it into a structured drawing, which can then be edited in *ProDraw*. It supports full colour and even offers graduated fills. One feature to *ProDraw* is the support of ARexx by means of macros called Genies. These enable you to group a complex series of operations under one name, and access them via the Genie button. This can make certain repetitive tasks a lot easier and less boring to perform. The downside to *ProDraw* is that it is only useable by hard drive owners.



**As long as you've got a hard drive, Professional Draw 3 is the answer to all your structured drawing worries.**

## EXPERT DRAW £79.95

**HB MARKETING ■ 0753 686000**

Has many of the features of *Professional Draw*, but at a lower price. The only sensible option for Amiga owners without a hard drive. It handles *Pro Draw* clip format drawings, and can use Agfa Compugraphic outline fonts with the optional converter program. Aside from the usual drawing features, it has a neat morph-style utility. This allows you to select two objects and create a number of in-between objects that slowly change in shape and colour from one to the other.




**For non hard-driving Amiga owners, *Expert Draw* offers most power for least money in the drawing stakes.**

# Word processing

## WORDWORTH2 £129.99

**DIGITA ■ 0395 270273**



**If a picture said a thousand words, then you wouldn't need *Wordworth 2*, but they don't so you might.**

A document processor rather than a word processor, *Wordworth* has the added advantage of being able to include IFF pictures in its page. Of course if all you desire is a tool to bash out as many words in as short a time as possible, such frippery may not be for you. But if, like many people, you are trying to produce good-looking documents with a variety of fonts, formatted into more than simple paragraphs and chapters, *Wordworth* hits the spot like a laser-guided missile.

Digita's Human Interface Protocol (HIP) gives *Wordworth* a very useable frontend. Many features that are usually menu driven are available at the press of a button in *Wordworth 2*. An indexing facility makes creating tables of contents easy, and opens up the world of reference-work writing to *Wordworth* users.

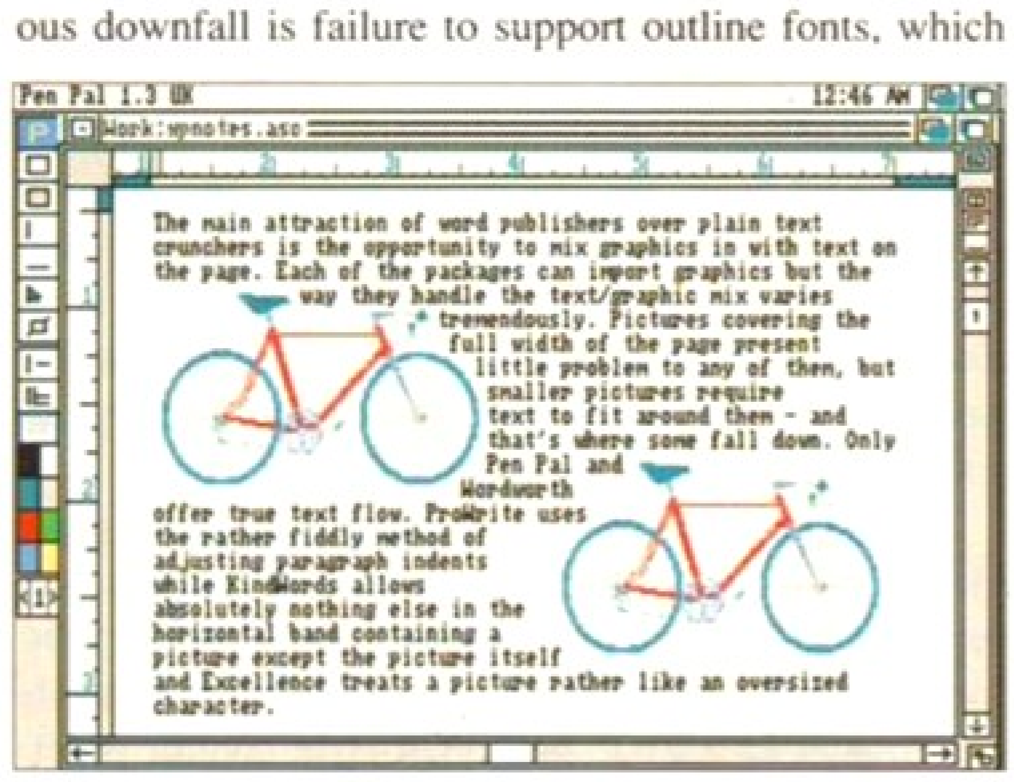
You need a 1.5Mb machine to get the best from it, and a hard drive would be a big advantage too, but when you get the best from *Wordworth*, you really are getting the best.

## PEN PAL £79.95

**SOFTWOOD ■ 0773 836781**

As document processors go, it may not win any prizes, but on price alone it's a hard act to beat. Its only serious downfall is failure to support outline fonts, which means that output quality is not as good as some. But aside from this, it has all the features you're likely to want from a word publisher. If a word processing package could ever be fun to use, this is the one, and it scores heavily on accessibility and ease of use.

But *Pen Pal* is not without a trick or two, it's the only word publisher that allows you to import, display and print a HAM picture. It has an in-built flat file database, making it great for mailing lists. All in all it's a popular package, in fact most of this feature was written using it. Expect to see it come down in price, since publishers Softwood have recently released *Final Copy 2* and will be wanting to keep the products out of one another's territory.



**Much more than half the features of a top quality document processor, for about half the cost. Can't be bad.**

### SCRIBBLE!

**AMIGA FORMAT 41**

A full word processor for only five pounds, with a complete issue of *Amiga Format* stuck on the back for free. What a bargain. And the manual, thesaurus and spelling checker are available from HB Marketing for a mere £9.95. *Scribble!* is no PD effort either, it's a respected commercial package, which was available for a long time as a full-price product. In fact it is probably the most famous Amiga word processor ever. If you need a no frills text engine for banging out your reports, theses, essays, or even your autobiography, *Scribble!* is hard to beat.

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# TRAIL BLAZERS-WHAT'S NEW IN FEBRUARY 1993!

**In this month's "TRAIL BLAZERS," we focus on some of the best products and peripherals currently on release for the Amiga.**

## PHOENIX 1Mb A600 UPGRADE



**Simply the Best !**

...**£44.99**

## ROCTEC ROCLITE

**This famous super slim drive has now been upgraded to include Anti-click and virus checker - We have reluctantly had to raise the price of this product due to the variance of the dollar rate. However to soften the blow we will include a FREE disk head cleaner worth £3.99**

**Phoenix price..........£64.99**

## CANON BJ 200

**This printer boasts an ultra compact design and generates 300 dpi resolution output giving you near laser quality.** With draft quality print at up to 240 CPS.(3 pages per minute), high quality print at 170 CPS and a built in 80 sheet auto sheet feeder this is **the ultimate BJ!**

**Phoenix price.........£347.99**

## FINAL COPY 2-UK VERSION

**This powerful, unique WYSIWYG word processing package is the best value choice for your Amiga, sharing many of the features of full-blown DTP packages**

**Phoenix price.........£69.99**

**Be safe in the knowledge that you are buying the official UK version of the product from Phoenix. *BEWARE of dealers offering "Latest version" of Final Copy. This may be American product and should not be sold in the UK!***

## AMOS PROFESSIONAL

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**Amos .....................................................£36.99**
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*(97% in CU Amiga-Software release of the year)*
**Amos Compiler ....................................£21.99**
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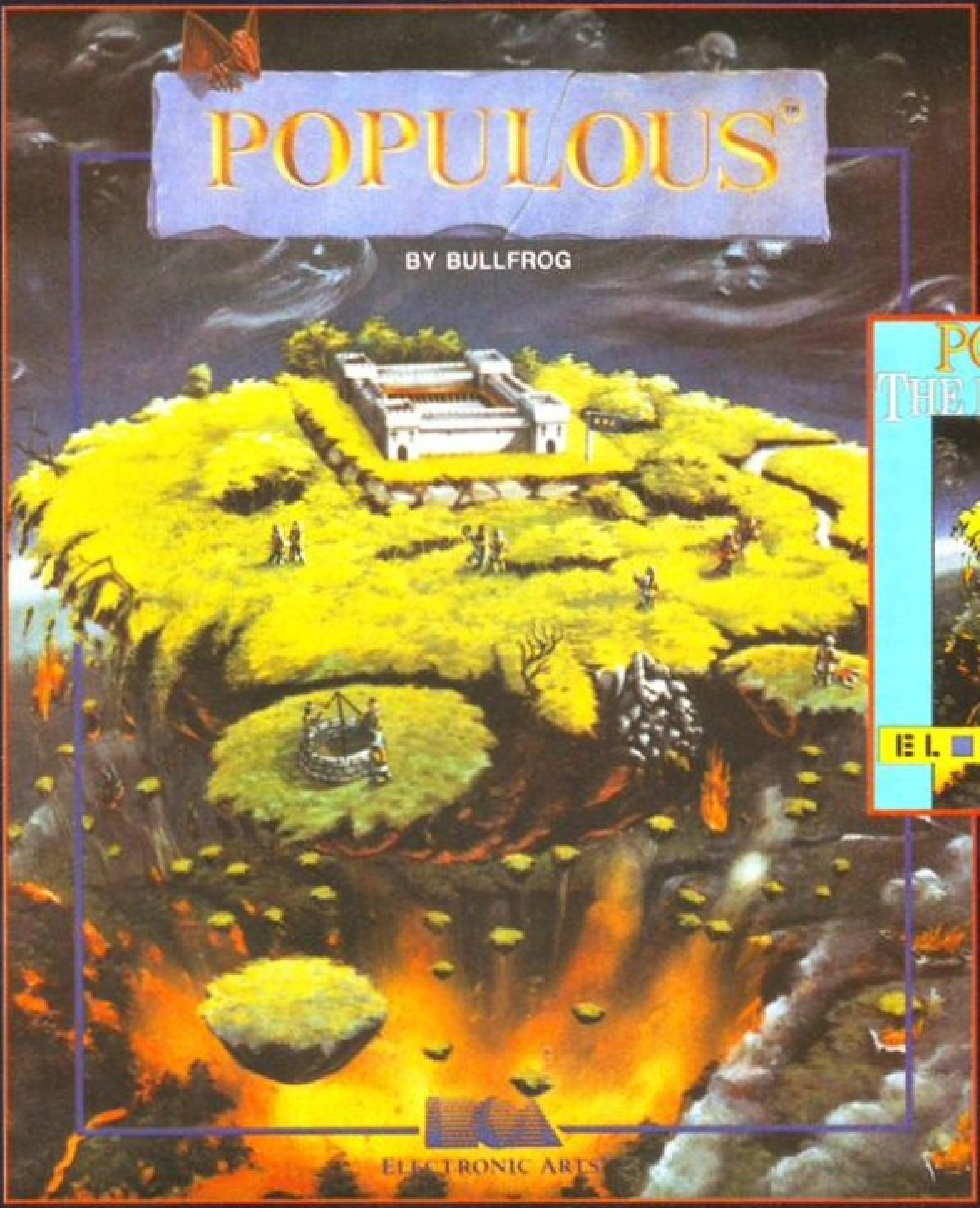
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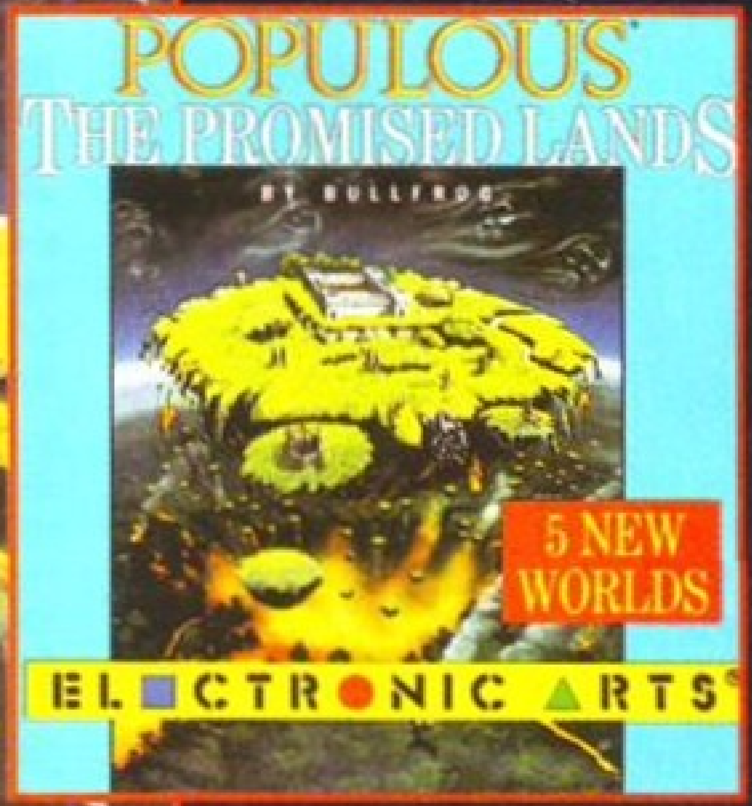
**Art Department Pro Conv. Kit ..............£57.99**
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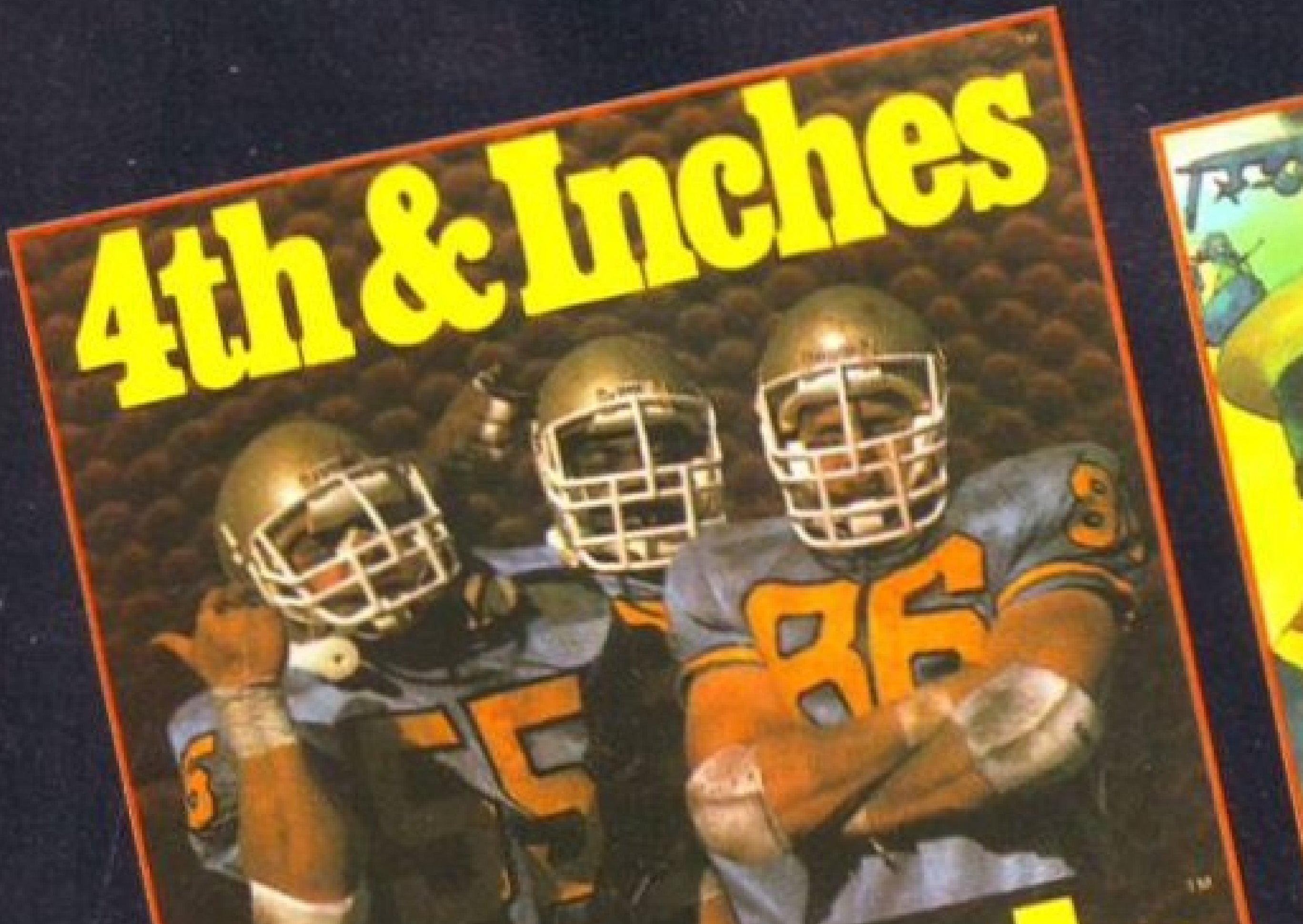
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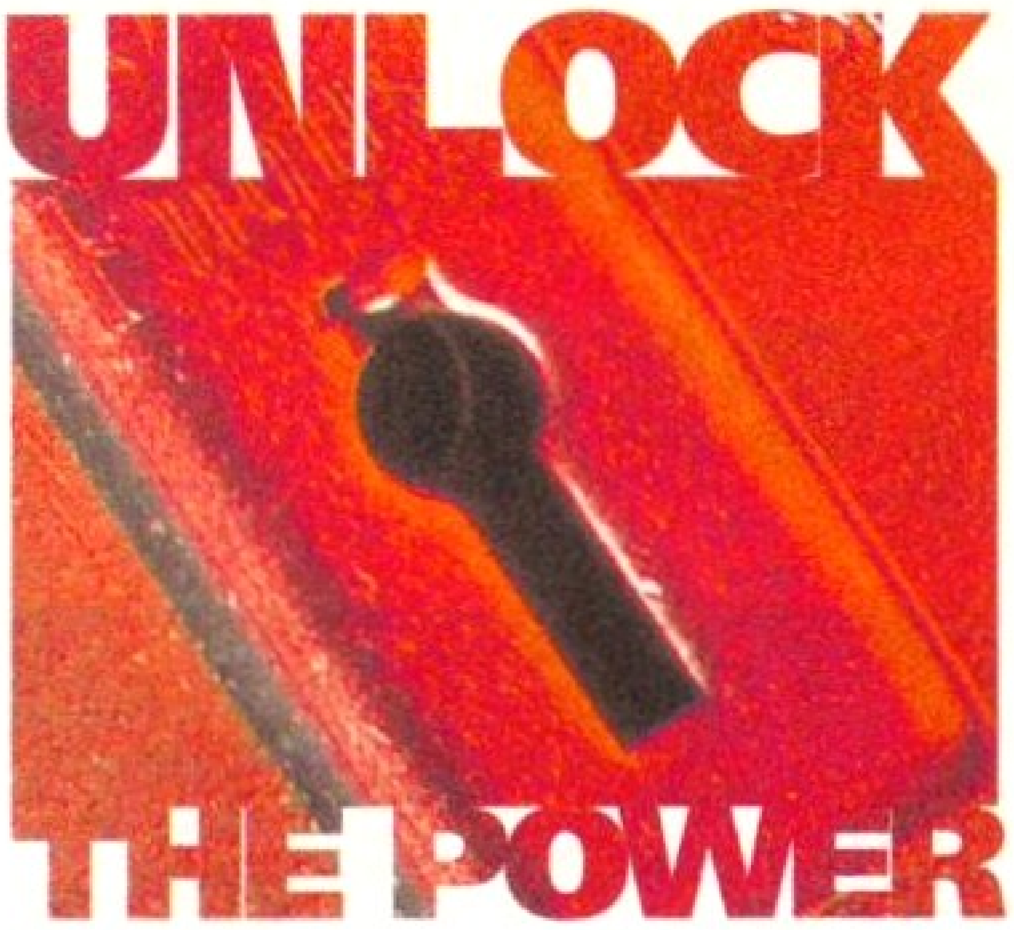





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# 3D Ray Tracing


You can create your own world full of multicoloured cows in full, photorealistic true colour with *Imagine 2*.

**RAY TRACING PROGRAMS** define the world as a series of points to make up a wireframe model. Then they clad this wireframe with surfaces. The surfaces have properties of colour, reflectiveness and opacity. The user then places one or more light sources in this wireframe environment, and positions a camera to take the picture. The program calculates what the picture should look like by tracing the path the light would take from the lightsource, reflecting off all the surfaces and entering the imaginary camera. The program effectively creates a 3D image by tracing the ray of light!

## IMAGINE 2 IMPULSE

**£223.25 ■ ALTERNATIVE IMAGE 0533 440041**

This is the most acclaimed ray-tracing program. It can create images in full 24-bit that are so life-like it is difficult to tell them from a photograph. The program can texture map images, which means it can take an IFF image of something, like a wood-grain pattern, and wrap this on to a 3D object, giving the appearance it is made of wood. Different objects can have different textures, so a realistic scene can be created.

The maths required to render an image is complex, but the render engine of *Imagine* is quick and gives superb results. An accelerator is recommended however. *Imagine* can create a series of frames with either the camera, the objects or both moving from frame to frame. This makes it possible to create some stunning animations. Because all 3D objects are made up of polygons, it is important that a program can shade the edges of these with respect to the surrounding ones, thus making the rendered image appear very smooth.

## REAL 3D £NEW PRICE TBA

**ALT IMAGE ■ 0533 440041**

*Real 3D* takes a slightly different approach to *Imagine*, in that most of the objects are created from primitives. Primitives are triangles, circles, cubes, prisms etc, which are combined to produce more complex objects, or used as cutting tools to remove parts from an object. This approach simulates the way we make things in the real world, by glueing things together and cutting pieces out. *Real 3D* has just become available at a new lower price, and it really is an excellent place to start for anyone thinking of giving 3D ray tracing a go.


*Real 3D* uses a very different modelling technique from many 3D programs, but to equally spectacular results.

## C-LIGHT 2

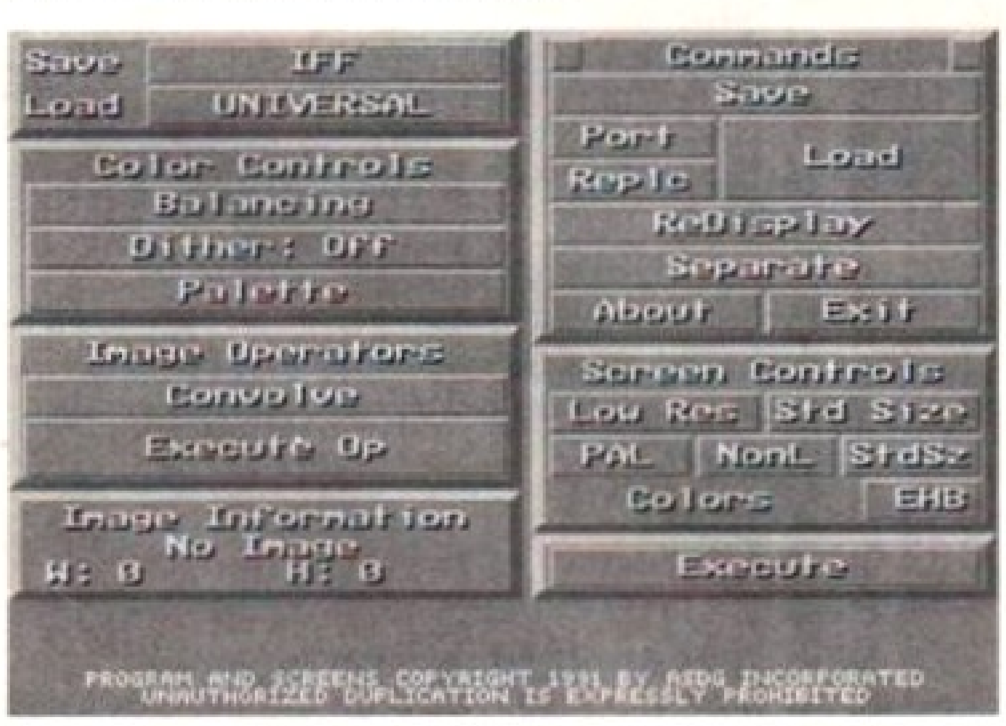
**PUBLIC DOMAIN**

**The only PD ray tracer worth touching with a bargepole is *CLight2*. Using a system similar to that of *Real 3D*, shapes are built of primitives, which can be distorted to give the desired shape. Images are then rendered to HAM mode pictures. A basic but worthwhile introduction.**

# Image processing

## ART DEPARTMENT PROFESSIONAL £211.50

**DMI ■ 0753 686000**



It's ironic that a program that performs wondrous image manipulation should look so drab, but *Art Department Professional*'s interface is a bit dull.

ASDG have built a formidable reputation on the back of this program. The file conversion facilities alone make it a product worth possessing, but when you consider the number of other operations that can be performed on an image, it really becomes a necessity for anyone with image-processing requirements. The interface is simple enough, but a bit clunky for being in low res mode. The true beauty of the program, though, is the modular nature of its loaders and savers. Any format of file can be loaded, if you have the correct loader module. An excellent range of loaders come with the program, and more are available as expansion packs from ASDG. A series of ancillary programs are available, such as *Morph Plus* and various scanner drivers. All these work in the same way as *AdPro* itself, and make use of the same interface.

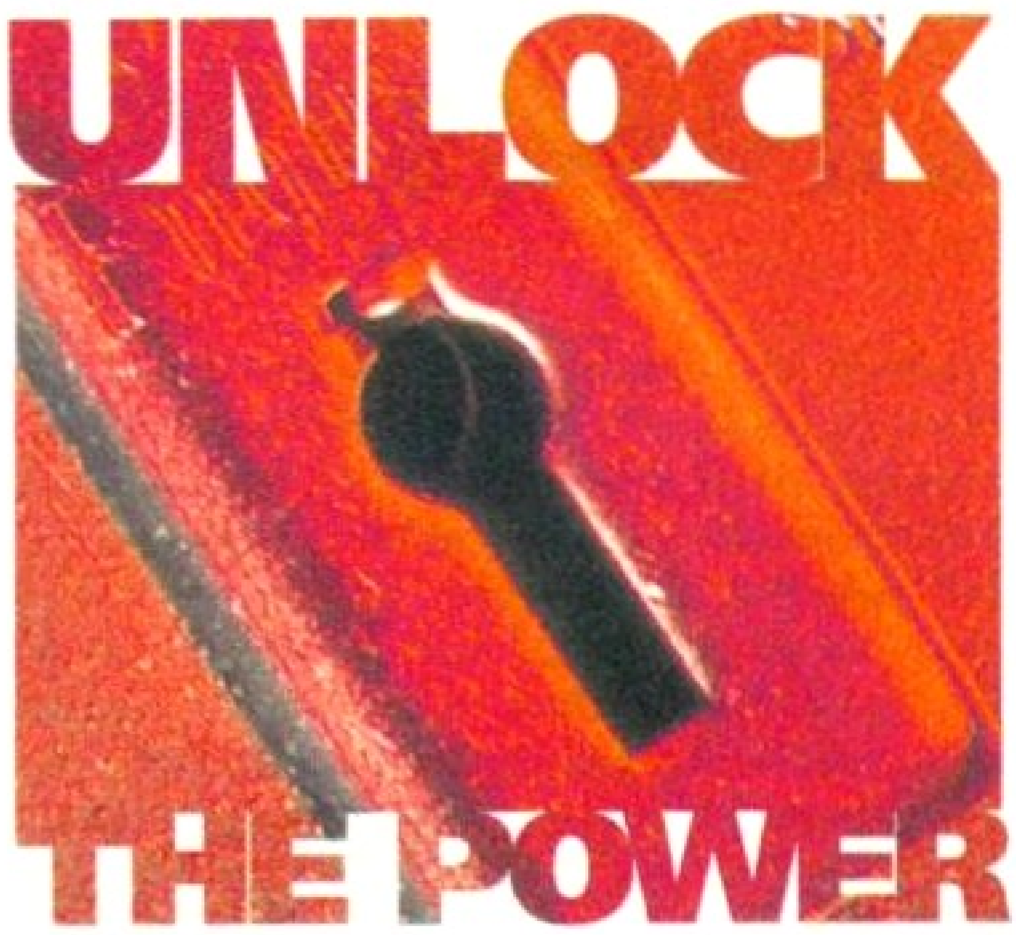
*AdPro* can apply a vast array of operators to any Amiga bitmap image, right up to 24-bit resolution. You can scale, flip, convolve, invert, make grey, roll, pixellate or perform one of many more image-processing tasks. When it comes to serious image processing on the Amiga, *AdPro* has no competition.

## PERSONAL PAINT £59.95

**MICROPACE UK ■ 0753 551888**

Essentially a 256-colour paint package, *Personal Paint* has burst on to the Amiga scene hot on the heels of the new AGA chip set machines. But underneath the mere paint package exterior, it has some quite impressive image-processing facilities. It is only with the advent of the new Amigas that image processing has really come into its own. Most image processing tasks simply cannot work in 32 colours, or if they do they cause so much degradation in image quality that it simply isn't worth the time trying them. Resizing and rotating pixel images requires anti aliasing to make the resultant image appear smooth, but if you don't have enough colours in your palette to allow the correct range, anti aliasing cannot work. Now the Amiga can display in 256 colours, *Personal Paint* hasn't hesitated to exploit its new abilities. Full review Page 136.


Despite its painterly name, the area *Personal Paint* really excels in is that of image processing.




# Programming languages

IF YOU FIND you can't get the exact software you want, or if you fancy seeking fame and fortune as a household name in the world of computer gamesplayers, there's only one thing to do: learn to program. There are a plethora of programming languages for the Amiga, some though, stand out as extra special, we'll take a look at those ones here on this page. But beware, programming is never simple, and while programs like *AMOS* make it easy to get started, you'll still need to do a lot of hard work.

## LATTICE C VERSION 5

**£229 ■ HISOFT ■ 0525 718181**

The best Amiga C development system you can get. Most documentation on programming the Amiga in C assumes you own this. It is expensive for one reason. When you buy a copy of Lattice C, you get all the include files for AmigaDOS. That means that you can legally program using the built-in routines of every Amiga (in the Kickstart ROM chip) – and the programs will work across the entire range!

These include files that are not hacked versions – they are the official licensed ones from Commodore. If you get the Addison-Wesley books on programming then you will be able to write fully multitasking applications. Lattice C is not easy on the beginner, it assumes you are fairly fluent, and can read C programs. However, if you are not, then there is a set of PD disks called the *C manual* by Anders Bjerin. This intrepid Swede runs the Worldwide Amiga C Club, designed to help budding programmers avoid being bugging programmers. Miss this at your peril.

## AMOS PROFESSIONAL

**£69.95 ■ EUROPRESS SOFTWARE 0625 859333 ■**

The most powerful version of *AMOS* to date, and many features that were previously only available through *AMOS* gadgets system are now accessible by an extensive range of pull-down menus. Several source code files can be opened at once, allowing the user to cut, copy and paste between them. You can incorporate ANIM format animations into your programs, and play soundtracker modules and MED tunes. A new interface command set enables you to build up screen displays of gadgets, slide bars and requesters, for inclusion in your programs. So whereas *AMOS* was seen as a games-writing language, *AMOS Pro* is more of an all rounder. The inbuilt ARexx support makes the program ideal for constructing multi program environments.




***AMOS Professional* is the package that will give any Amiga owner the power to write serious programs.**

### AMOS

**AMIGA FORMAT 42**

**The original *AMOS* program is no slouch, and even if it can't compete with the professional version, it's still a capable programming language. When you consider we gave the program away on *AF*42, and are selling the full manual for £13.95 through our mail order pages (174), this has to be the cheapest way to get programming on your Amiga. We'll be giving tutorials throughout the year to help you get the most from the program as well.**

# Accounts

SINCE COMPUTERS ARE notoriously good at doing sums very quickly, even quite difficult ones, you might think that your Amiga would be a good tool for keeping the books. And you'd be right. From small business accounts right down to balancing your check book the Amiga has a lot to offer.

## PROFESSIONAL CALC

**£159.80 ■ SILICA ■ 071-309 1111**

OK so spreadsheets aren't things to get excited about, but if they were this would be the one to do it over. As well as doing all the important things, like being able to accept lots and lots of rows, columns of numbers and how they should relate to one another, then calculate in a jiffy what all the totals are, *Professional Calc* can also display the information in a variety of ways.

Or more simply, you can give different columns or rows of your spreadsheet different type styles to emphasise the important ones. More impressively you can present your results in a variety of colour on screen graph and pie-chart formats. You can then of course print any of these presentation methods out to your printer. *ProCalc* reads, and indeed writes in Lotus 123 format, which is without a doubt the industry standard for spreadsheets.

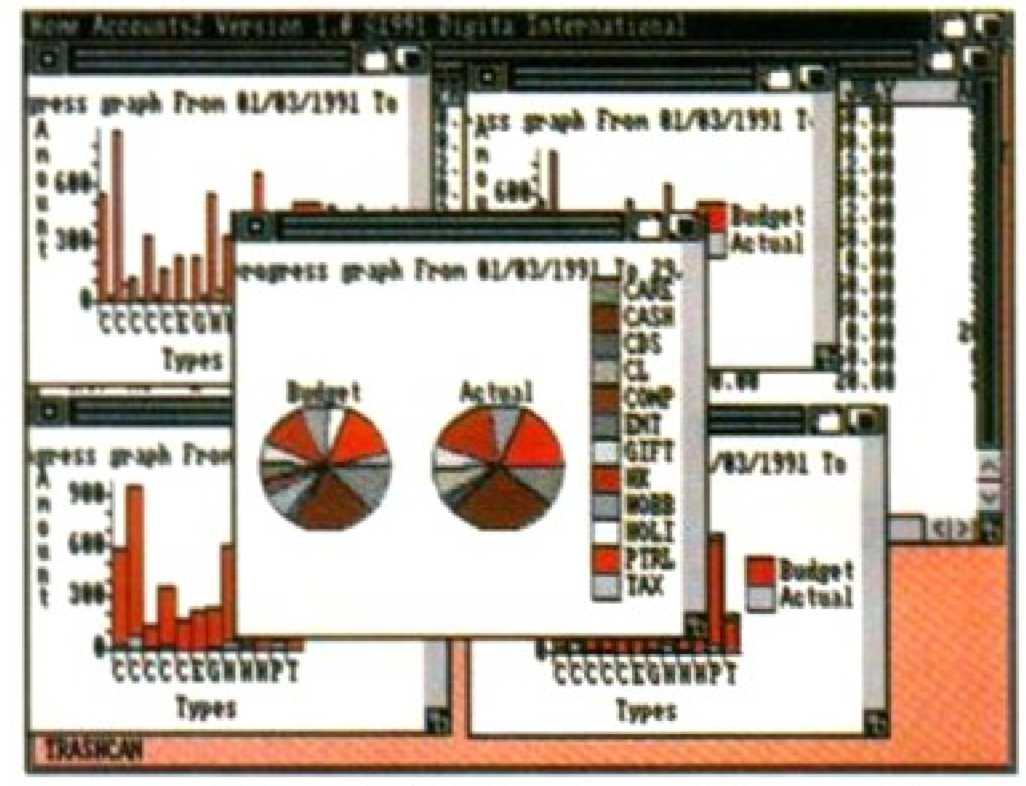
This means that any Amiga users wishing to transfer spreadsheet files between their PC at work and their Amiga at home should have no problem at all.

## HOME ACCOUNTS 2

**£54.95 ■ DIGITA ■ 0395 270273**

Not really a spreadsheet program, but *Home Accounts* manages to balance the books all the same. It is basically aimed at the non-professional user, but the emphasis is on user friendliness, and it certainly succeeds. The program aims to help the user balance the domestic budget on household or cheque accounts, but it is powerful enough to handle the accounts of a small business.

It can take account of standing orders, automatically number cheques and tell you when a particular account should have funds added or removed to maximise interest. Everything can be summed up in graph form, and several different formats of graphs can be viewed at once, each one being automatically scaled to fit in its window. A handy interest forecast function can even tell you exactly how much your HP is going to cost. At the price *Home Accounts 2* won't place too much of a strain on your budget if you should decide to buy it.




**Managing the household budget is a task that Digita's *Home Accounts 2* eats for breakfast. You should let it at your cheque account.**

### BIZCALC

**ESSEX COMPUTER SYSTEMS HOME BUSINESS PACK 1**

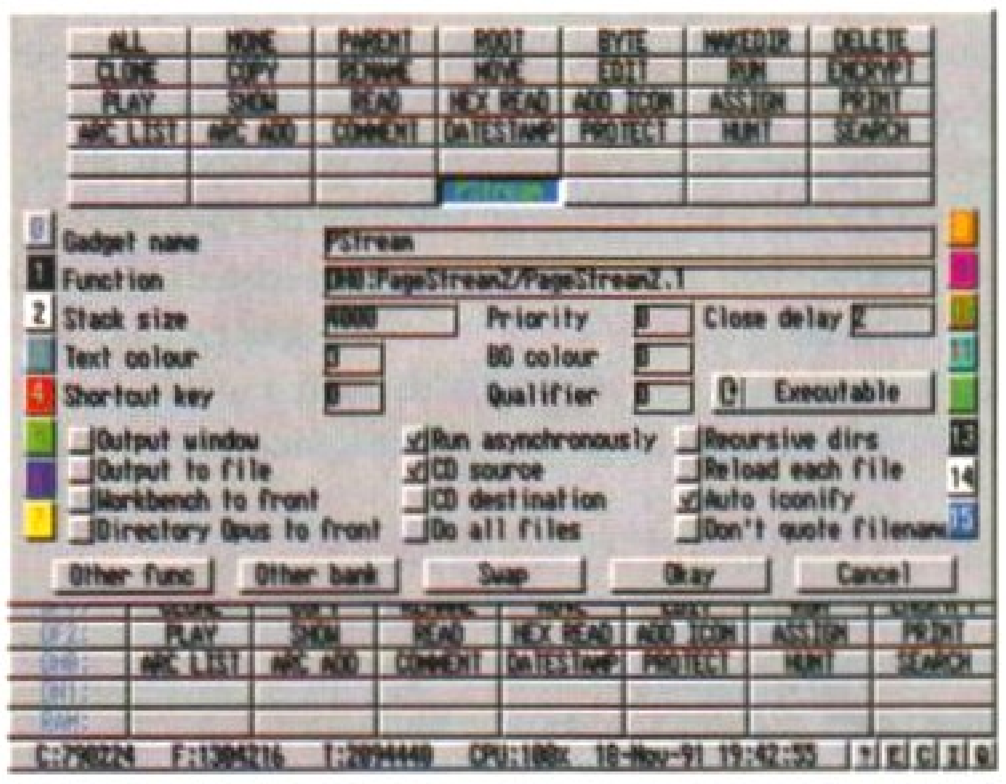
**More of a home-repayment planner than a full accounts package, *BizCalc* is still quite useful for balancing your personal finances. it can accept details of your mortgage, loan repayments and general bills and then calculate a repayment schedule for you. As sold by Essex Computer Systems (0268 553963), it comes in a disk pack with another program designed to help small businesses.**

# Other goodies

**IT'S ALL WELL** and good trying to divide the Amiga's software up into separate areas, but the computer is so flexible that there are always programs that fall through the net. Excellent pieces of software that don't really fall into a category, but which are incredibly useful or interesting in their own right. Here we take a look at some of the best of them…

## DIRECTORY OPUS £39.95

**CHECKMATE ■ 071-923 0658**



**Imagine being able to do all those nasty CLI-type things at the click of a mouse button. Imagine *Directory Opus*.**

If you want to get all you can from your Amiga, you absolutely have to abandon the Workbench and dip into the Shell (or CLI) every now and again. Unless you have *Directory Opus* that is. This program enables you to get at all those useful file handling tasks from the safety of a nice point and click interface. You can format disks, copy and delete files all with a few swift moves of the mouse. *Opus* also allows you to view pictures or play samples from within the program, so sorting out what to trash and what to keep on a full disk becomes a doddle.

Another feature is that you can launch programs directly from within *Opus*, and return to the program once you have finished in the other application. All the features are editable, so you can make the program look and work in the way that suits you best, you really shouldn't be without it.

As I write, a new improved version of *Opus*, version 4, has just been released, but the price has not yet been confirmed.

## MORPH PLUS £199.99

**DMI ■ 0753 686000**

You've seen *Terminator 2*, the Michael Jackson video and the shampoo advert, so you know what morphing looks like. It's all the rage in cinema and advertising, but did you know you can do full-colour, broadcast-quality morphing on your Amiga? Well you can if you've got a copy of this, *Morph Plus* from ASDG.

The program shares the same interface as *Art Department Professional*, and can be operated from within that program, but it is also available as a standalone package. As well as doing the obvious owl into a baby and back again tricks, *Morph Plus* can also sherise and ripple images, and apply a good range of image-processing operations. Although the control mechanism is a little unwieldy at times, *Morph Plus* can deliver results that are simply breathtaking.



**If you need to convert your girlfriend into a tiger, there's only one way to do it. Use Morph Plus.**

## GB ROUTE PLUS 2

**£79.95 ■ COMPLEX COMPUTERS**
**0706 224531**




**You don't wanna go round the M25. You wanna take the A666 till Gotlostie, then stop and ask *GB Route*.**

If you're planning to take a journey by road, but aren't sure which route will cover the least distance, use the least fuel, or offer the shortest journey time, *GB Route* is the program for you. An extensive database of UK locations is accessible in such a way that all you have to do is type in where you are travelling to, and where from and *GB Route* does the rest.

The program takes account of the miles per gallon you get from your jalopy at certain speeds, plus the rate of progress you can be expected to make on different varieties of road, to calculate the fastest and most economic routes to take. The resulting route plan can be printed out either as a map, or as a list of directions, and taken with you on your journey. Unlike the earlier versions, the latest version of *GBRoute* includes B roads, which means you will be able to take the scenic route, rather than haring along motorways and A roads. All in all, an informative and very useful product.

## VISTA PRO 2 £69.95

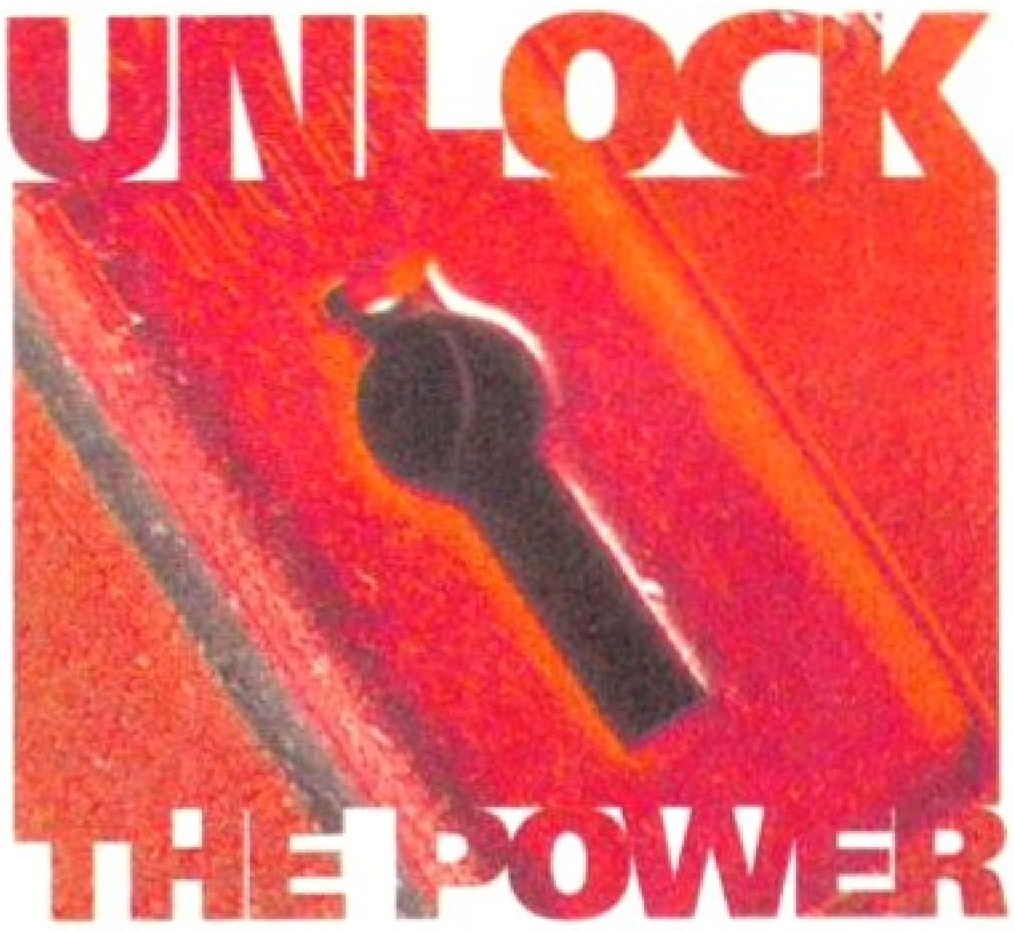
**HB MARKETING ■ 0753 686000**

**Vista is a fractal landscape generator, which means it uses weird maths to reproduce the features of a typical landscape.**

**Scenes are created by typing in a seed number, which the program uses as the basis of its calculation. Each seed number will produce a unique landscape. Once a basic landscape has been created the user can adjust the water level to create seas and lakes, add rivers and control the heights of the grass, tree and snow lines. The picture is then rendered at a resolution chosen by the user, who also has control of the position of the 'camera' which takes the picture, and the position of the 'sun' relative to the scene.**

**There are quite a few programs of this type for the Amiga, but *Vista* takes the crown by having more features, more easily controlled than any of the others. Because *Vista* can read files in the DEM format, used by geologists in the USA to record information for use in map creation, it can access the library of landscapes filed by the US Geological Survey. This means you can buy and render real scenes like the Grand Canyon, and Yellowstone National Park. *Vista* is not only interesting and educational, it is a whole load of fun too.**






# Games

## SHOOT-EM-UP
**SWIV**

This vertically scrolling, helicopter and jeep, two player blast is the viewed-from-above descendant of *SilkWorm*. There's so much going on that it's hard to believe that the screen doesn't slow down. But it doesn't, it just keeps blasting away, with a frighteningly large amount of baddies and bullets filling the air at all times. Although it's effectively one huge level, using Storm's patent dynamic loading system, there are some huge and fearsome end-of-level guardians. Alas, the ultimate shoot-em-up isn't Kickstart 2/3 friendly.

## ARCADE PLATFORM
**ZOOL**

So fast it'll make you feel sick, but smooth and playable at the same time, *Zool* is the platform game to end all platform games. Bright, colourful graphics and well-developed gameplay combine with breakneck speed in Gremlin's, dare we say it, *Sonic* beater. In terms of gameplay, there's nothing new here, it's a run, shoot, punch, collect, beat the clock and the end-of level-guardian affair. But while it breaks no new ground it does what it does with so much panache it is impossible to ignore. While the consoles threatened to take over the games market, this sold more copies than any other piece of games software in the run up to Christmas 1992.

## GOD GAME
**CIVILIZATION**

From Sid Meier, author of the excellent *Railroad Tycoon*, comes a game that puts you in control of the entire world. Packed with information, entertainment and gameplay *Civilization* gives you control of the history of the world, and the major civilisations thereof.

You have to nurture society, avoid or fight wars, encourage scientific progress and eventually establish a dynasty that not only controls the Earth, but escapes successfully into space as well. It's a complex game of course, but you'll learn more from playing it than you ever did in history at school, probably. And you'll enjoy yourself to boot.

## ADVENTURE/RPG
**MONKEY ISLAND 2: LE CHUCK'S REVENGE**

Following hot on the very successful heels of *The Secret Of Monkey Island*, *Monkey Island 2* is more of the same. But when few thought it could improve on the gorgeous look and humorous gameplay of its predecessor, that's exactly what it did. Taking graphic adventures to new heights, this game will have you sat over your Amiga cursing the ingeniousness of Lucas Arts' programmers. And when you finally solve all the puzzles, collect all the items and complete the game, you'll be waiting eagerly for the sequel. Though the game spans 11 floppies, even non hard -rive owners will find there isn't too much disk swapping.

## FLIGHT SIMULATION
**F-19 STEALTH FIGHTER**

Based on America's super-secret, ultra-low radar signature stealth technology, *F-19* manages to get an action-packed flight sim into the box along with all the hype. But what else would you expect from MicroProse? For excitement value alone it is untouched in the flight sim stakes. Charged with a wide range of missions, it's your task, true to the stealth ethic, to get in, deliver your armoury with pinpoint accuracy and get out again – all completely undetected by the enemy. Though you may suspect that they will get a clue about your existence when the bombs go bang.

## SPORT SIMULATION
**PGA TOUR GOLF**

Now getting a bit long in the tooth, *PGA* is still unrivalled for sheer playability. Sure the competition have put up some very worthy contenders, *MicroProse Golf* and *Links* both had what it takes to cut the mustard, but *PGA* just soldiers on as a completely addictive old fave. Whereas Virgin's *Snooker* excited all who'd ever been near the green baize, *PGA* makes total mouse wielding addicts of people who've got a sworn abhorrence for the club swinging activities of Faldo and co. A simple, but demanding control mechanism and a good range of courses keep you coming back time after time. And once you think you're good enough, there's always the tournament option to test your mettle.

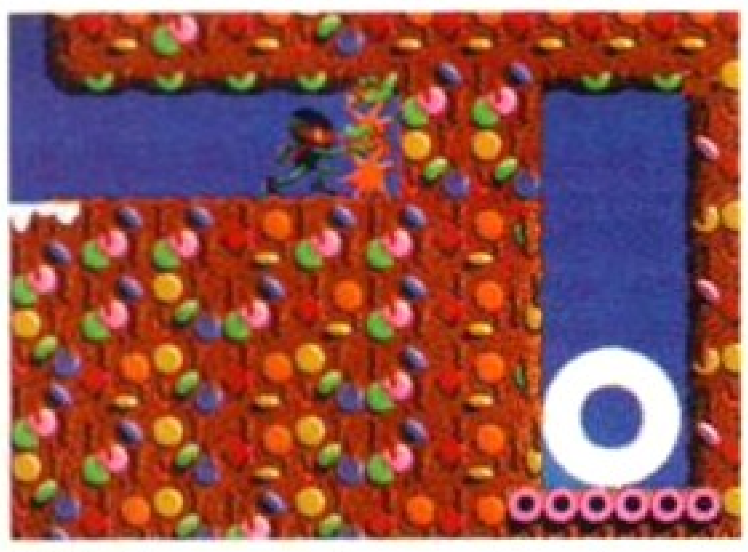
## DRIVING GAME
**FORMULA ONE GRAND PRIX**

The Amiga has driving games aplenty. Some are great, and some are crap. Most are third-person perspective, sprite-based screamers like the perfectly respectable *Lotus 2*. But one game stands head and shoulders clear of the rest. *Formula One Grand Prix* is what few games have had the guts to be, a driving simulator. Not only do you have to be able to find the line round some of the world's top racing circuits, but you need to know what tyres to use, when to change them and what suspension set up is right for the day if you hope to keep Nigel Mansell away from the champers.

## PUZZLE GAME
**LEMMINGS**

All right, so everbody's got it! But if there's anybody out there who by some cruel twist of fate has managed to avoid getting a copy of *Lemmings*, go out and get it now. We know that it has become a bit of cliché to recommend it, but it really is very, very good indeed. It's the kind of game that you sit down to 'have a quick go on' just before bedtime on the evening before the most important interview/exam/wedding day of your life, and find yourself still playing as the sun comes up the next morning. If you miss this game, you are missing one of the most important cultural events of our age.


**This is your Special Weapons Interdiction Vehicle. Now take it for the shoot-em-up of your life in *SWIV*.**

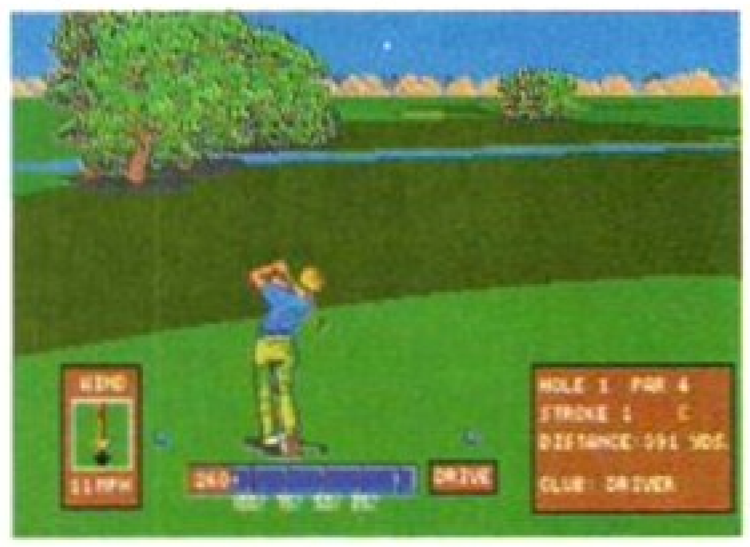

**Hidden bonuses, spikey nasties and a secret shoot-em-up level are some of the surprises in store for you in *Zool*.**


**Hi, my name's Napoleon and I like the theatre, reading, walking in the country and subjugating the peoples of Europe.**



**Lucas Arts set themselves a tough act to follow with *The Secret of Monkey Island*, but somehow they improved on it.**

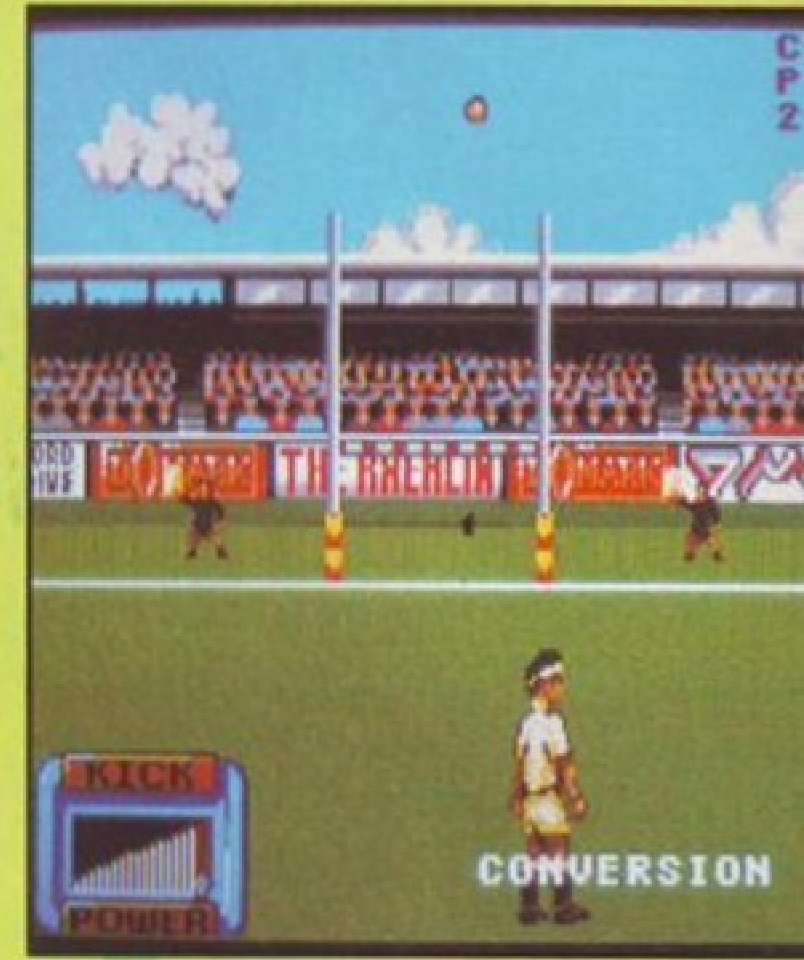

**Attention to detail and bags of gameplay make *F-19* the Amiga pilot's favourite.**


**Why go a good walk when *PGA Tour* can improve an afternoon's vegging.**

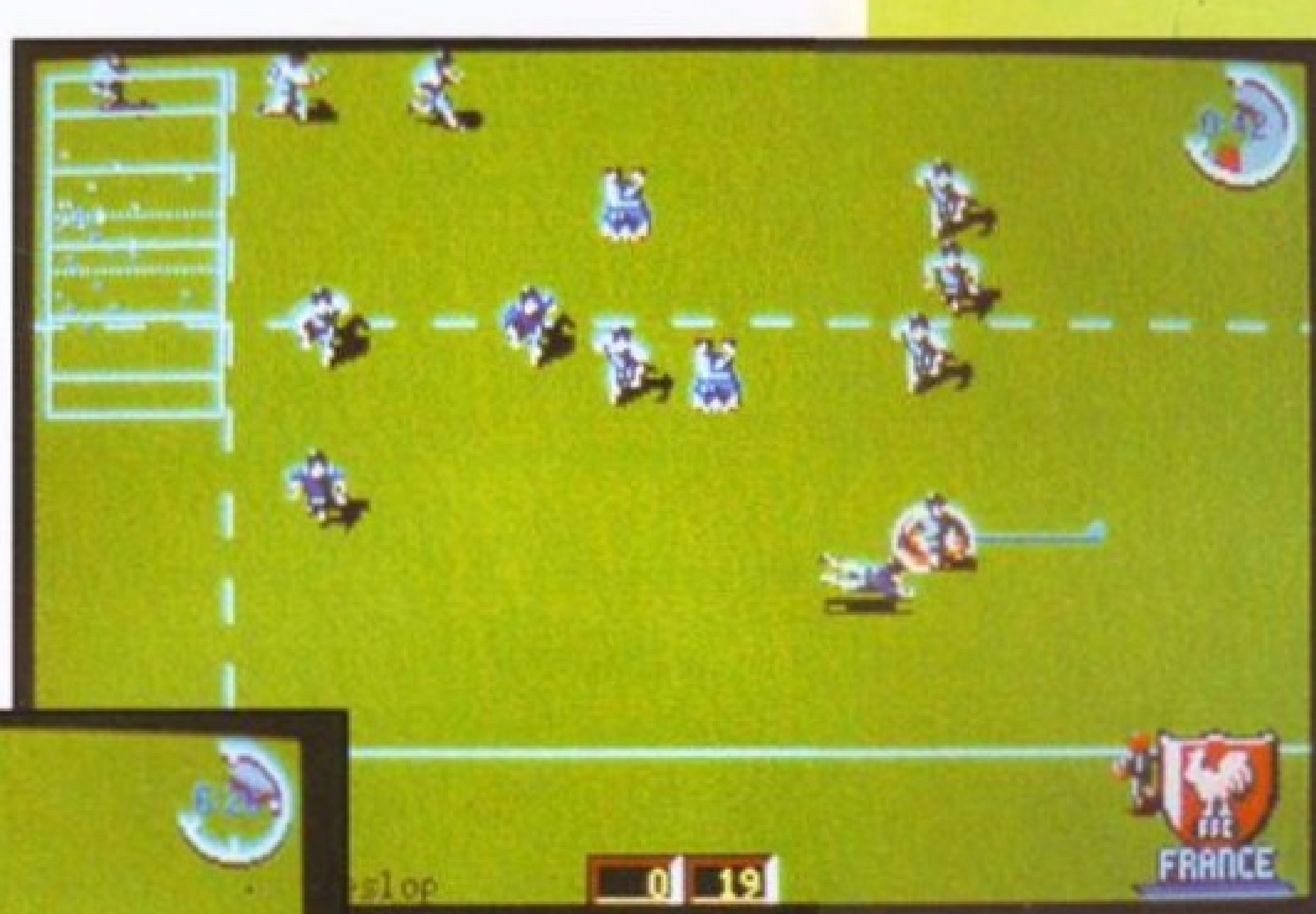

**More of a unique driving experience than a game… it says here. *F1-GP* – It's good.**


***Lemmings* is without a shadow of a doubt, possibly the best Amiga game ever.**

# INTERNATIONAL RUGBY CHALLENGE™

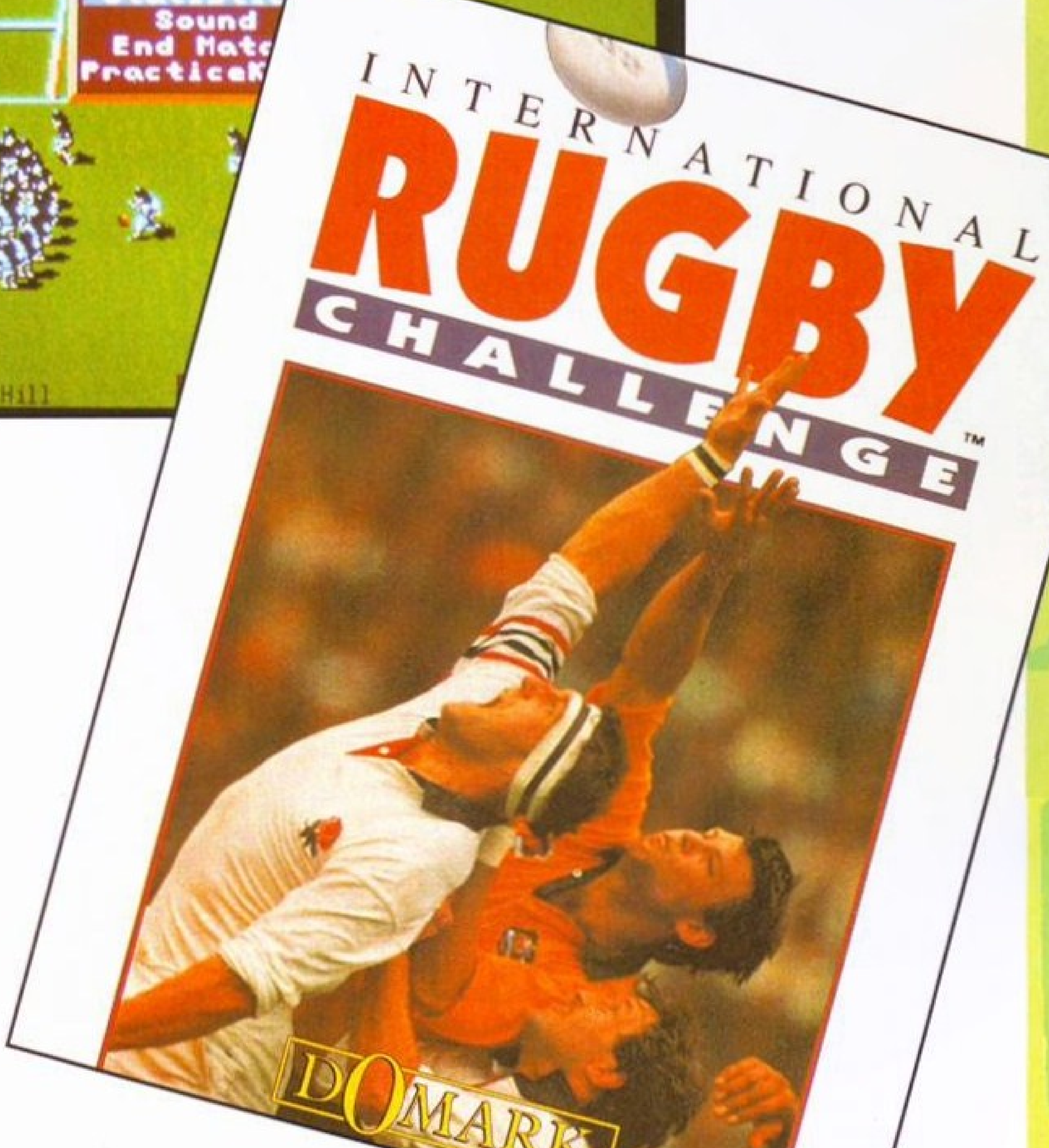



## THE DEFINITIVE RUGBY SIMULATION










 Programming by Oxford Mobious. Produced by Kris Hall and Nathaniel Wilson.

DOMARK




IBM PC Screenshots

You will be amazed at the convenience hard disks offer over floppies. No more disk-swapping hassle with big games, no more waiting for Workbench to load so that you can get at your serious programs. But what sort of hard drive do you need? Well that's where **Pat McDonald** comes in, to tell you what best suits your requirements, and review five new models...



# Saving-time machines!



**A HARD DRIVE** may seem like an expensive luxury, and sure, they're not cheap, but once you've used one, you'll stop thinking of it as a luxury, and start to see it as a necessity. Hard drives make it so much easier to use your machine as a serious creative tool. They can store Workbench – so you don't have to wait five minutes to get at your serious programs – it's more like 15 seconds. Hard drives load and save far quicker than floppies – typically 30 or 40 times quicker.

If you're a DTP fan, you can store many more fonts, and get easier access to all of them if you have them installed on a hard drive. In fact some DTP packages, most notably Gold Disk's excellent *Professional Page 3*, won't work at all without being installed on to a hard disk. And we don't have to tell you how much space you need for storing bitmap graphics, especially if you are starting to get into the exciting field of 24-bit imagery.

If you've ever had to go through an extensive floppy based software collection and install a printer driver on all the applications disks, you'll know what a chore it is. If not let me tell you: "It's one hell of a chore." Of course, hard-drive owners only have to do it once, so don't keep wondering why they look so smug.

**If you're more** into games than serious packages, you'll still get big advantages from a hard disk. Many multi-floppy games, like the wonderful, but let's face it a bit disk swappy, *Monkey Island 2*, will now install on to hard disk – removing disk swaps and letting you get on with some serious gameplaying. And a quick look at the latest adventure games will tell you, they are getting bigger, not smaller. But consider this, if you get a 13-disk game, and you have a hard drive, you only ever have to do 13 disk swaps.

**If the Amiga** is ever to be taken seriously as a computer, more users are going to have to get hard drives. You don't see PC or Macintosh users struggling to run their systems on one floppy drive, so why do people accept it in the Amiga world? OK they aren't cheap, but believe us, they are worth it. Read on…

## GREAT VALLEY PRODUCTS!

The best make of hard drive for the Amiga is still GVP Series II. For the A500, the HD8+ A500 is absolutely brilliant – the fastest, best made, most durable and most convenient. Having the game/drive switch (for disabling the hard drive) at the front makes it easy to keep the hard drive out of the way when you don't want it. The matched casing is exactly the same as the A500. A2000/A1500 owners should check out the HD8+ card – the same guts on a different board but without a case.

However, GVPs are imported and so are rather expensive. Also, the occasional duffer finds its way into the market place (over-loud cooling fans are the chief complaint). The manual, while miles better than that of any other drive reviewed here, is confusing for beginners.

If you want the best drive in an imperfect world, stick with GVP. They are expensive (the A530 accelerator version incredibly so) but worth it. Oh yes, don't worry too much if you get one with a Maxtor rather than a Quantum drive – the designs of the two different makes are much closer than the physical appearance suggests.

Since GVP got serious about the Amiga, they have grown to be the biggest third-party manufacturer for the machine. I could be wrong about this, but I was informed that sales of Commodore's own A590 hard drive took a severe dent when the HD8+ was released. Since then, GVP have made accelerator cards, genlocks, sound samplers and 24-bit true colour graphics cards. The Amiga market is lucky to have them around.

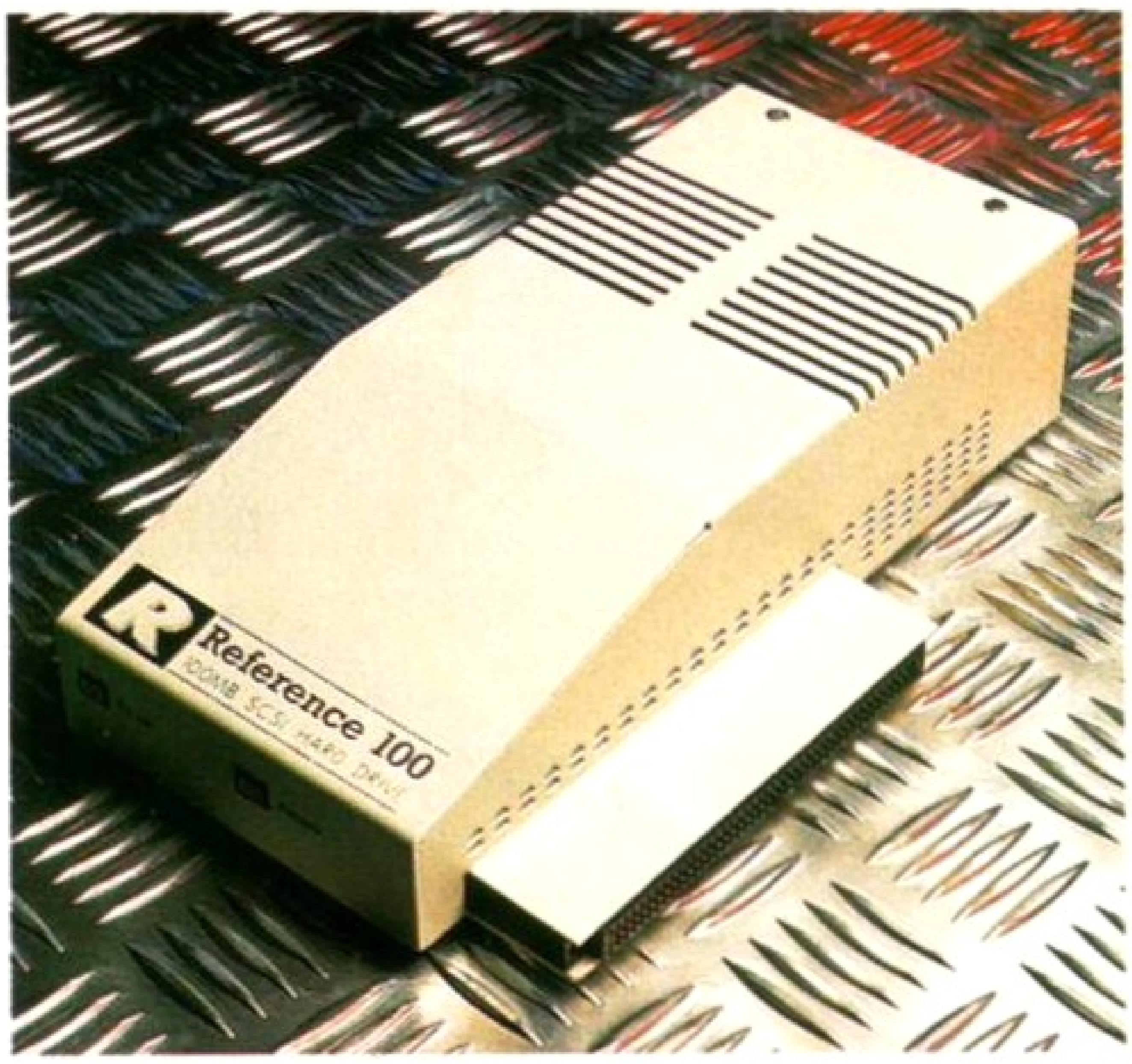
If you want more information on GVP products, or some hardware, phone Silica on 081-309 1111.



The A500 HD+ isn't just a pretty face. It uses state-of-the-art components for unrivalled speed and reliability.

# Reference 40/100

Evesham Micros ■ 0386 765500 ■ £229




The Reference is available in 40 or 100 Mb sizes. Although not elegant, it has a certain rugged appeal.

**ONE THING YOU** can't appreciate by just looking at this hard drive is how tough it is. The casing gives the impression it's built like a tank. It certainly is heavy, but sadly not scratch resistant. A powerpack is supplied as standard – it's the Zydec A500 replacement. So you could use your present power supply unit on the hard drive, and use the pokey PSU on your Amiga.

As standard, the Reference can take SIMMs (Single Inline Memory Modules) to give far faster RAM to an A500 (the A500 Plus has no fast RAM at all as standard). With a hard disk, it's a very good idea to have some fast RAM, because the hard disk takes memory away from the system – about 90K per partition. Which means, a 1Mb Amiga with a hard disk would not be able to run a lot of 1Mb software – because the hard disk takes just that little bit of memory that the 1Mb program needs to work.

You can plug either 512K or 1Mb SIMMs into the Reference. There are four SIMM sockets, which means a total of either 2 or 4Mb – not as much as a GVP controller, but more than an A590. If you need the full 8Mb of fast RAM capable on an A500/A500 Plus, the Reference is not for you (I certainly don't need that much). The memory autoconfigures, which means that your Amiga recognises and uses it as soon as you switch on. A game switch is fitted. This drive is available in two versions – the 40 Mb for £229, and the 100 Mb for £299.

**Getting started with** the drive is tricky compared to other units – the drive is unformatted and has no Workbench on it. Evesham are sticking strictly to the letter of the law (Workbench is copyrighted to Commodore) but the manual makes it fairly clear how to get up and running – although the layout is naff, all the information is there. If you want to be able to use Workbench 1.3 and 2 (you have the chips and a ROM sharer) then the manual deals with how to do it very simply indeed.

Which brings us to the setup software. At first glance, this looks and feels very amateurish (it was written with *CanDo 1.6*). However, when you move the mouse pointer to the different on-screen buttons, a little help screen at the bottom informs you what each one does. Because it was written in *CanDo*, the setup software is pretty slow – but I think that's a bonus, because you have time to make decisions, and you don't want to rush setting up a drive (you don't want to do it like that!).

Although the Reference is a SCSI drive, with a 25-pin SCSI on the back, it does not support SCSI units from other computer systems – it cannot perform low level formatting. This is not such a problem since Evesham do a reasonable selection of external SCSI hard drives. Also, low-level formatting "will be included later on", according to Evesham techie Mr Vignoureux.




This is the start screen of the Evesham setup software. It does a scan for any external SCSI devices – but if you didn't get them from Evesham, forget it!

That's one good thing about the drive – the technical support. Evesham have actually won awards for this. Does this mark a gradual change of crap UK technical support towards the excellent technical support provided by US companies? I certainly hope so.

Apparently, there are two reasons why the Reference drive will not low-level format. Firstly, the software was written by a PC programmer. Now, in the IBM PC world, everybody buys hard drives that are already low-level formatted. So putting the feature in seemed pointless. The other reason is that Evesham do sell external SCSI drives, and naturally they low-level format them for the Amiga at the shop. So it seemed unnecessary to put in a routine to do low-level formatting.

All would be well if you could take a PC low-level formatted hard drive and plug it into an Amiga. You can't. Amiga hard drives have to have an RDB (Rigid Disk Block) written on the hard disk – if they don't, then the Amiga can't make head nor tail of them. It makes you wonder what planet programmers live on.

Part of the reason for this incompatibility is that on the IBM PC, you can only have file names that are eight or less characters long. Amiga file names can be longer than this, so in this case IBM compatibility would have been a giant leap backwards.

**The good news** is that the problem with the hard drive is software based – with a different piece of set-up software on a floppy disk, it could do low-level formatting. Upgrades for existing owners will be available.

To finish, the Reference is a bit slow at booting up (getting started) but reads and writes information at a respectable rate. It compares favourably with GVP products on price and ease of use of the setup software, although until it can low-level format it will not be in the same league. Relatively easy on beginners, decent memory – it's a winner.

## Reference 40/100

**SPEED** ●●●
Bit slow on booting, but all right once it's started up – maybe it needs winding up?

**DOCUMENTATION** ●●●
Good content, done in the right order, but very poorly layed out.

**ACCESSIBILITY** ●●●●●
Excellent setup software – you get a free backup utility too!

**FEATURES** ●●●
No low-level format yet, but it's in the pipeline for the next few months.

**VALUE** ●●●●●
Very attractive indeed – you get a good deal for a decent drive.

AMIGA FORMAT Verdict **84%**

## SCSI – THE BEST!

Small Computer System Interface, mate. You know you can plug one external floppy drive into another, forming a chain? SCSI is much the same, but can transfer information much, much quicker. It's ideal for connecting extra hard drives to your system, and a hard drive with a SCSI is much more expandable than one without such an interface.

The story doesn't end with hard drives though. A whole plethora of extra devices, from magneto optical drives, through scanners, to tape streamers, can be connected to your system. Admittedly, a lot of this equipment does not have any Amiga driver software yet – but the range will continue to grow, not shrink.

SCSI is relatively expensive. It allows for up to seven devices to be connected at once – that means the electronics have to be a bit sophisticated to work out who is talking at one time. On the other hand, hardware prices are always coming down.

A SCSI drive is an investment. Although you may never need it, if you ever do come across some cheap SCSI gear, wouldn't you like the option of using it? And if you ever need lots of storage space for writing CDTV titles, SCSI is the only game in town.

But the story doesn't end there. A replacement for SCSI, called SCSI2, is finding high favour with the people able to afford it. Essentially, it's the same thing, only much faster (five to eight times faster) and with more potential (many more external devices). If you are a really serious user, wait for the SCSI2 boards for the A3000, A4000 and – if it comes out – the A5000.

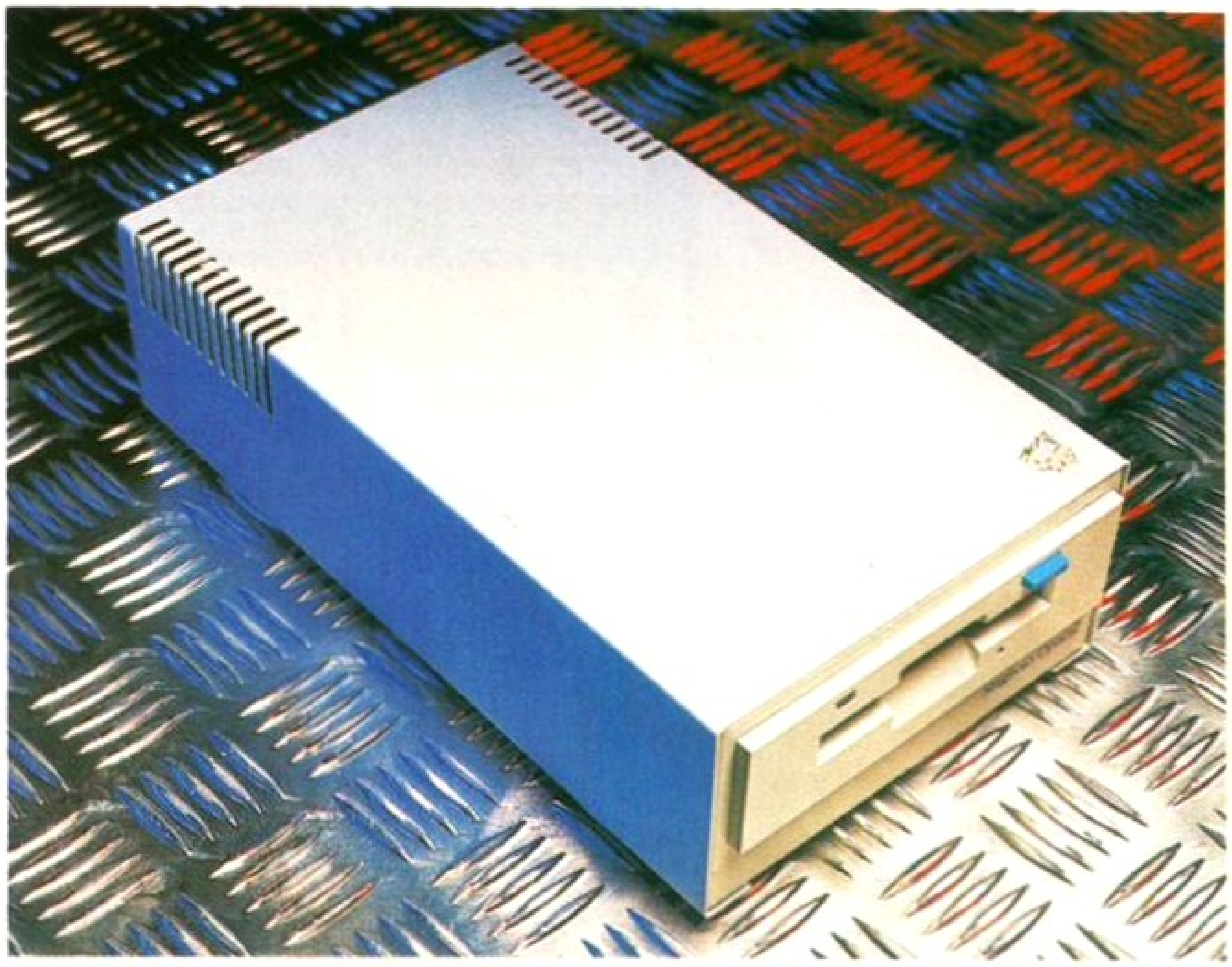
# Magneto Optical

Power Computing ■ 0234 843388 ■ £999.95

**DESPITE SEVEN YEARS** of multitasking operating systems, digitisers and sound samplers, despite five years of 24-bit graphics boards, despite even three years of CD technology, most people who work on large computer systems still think of the Amiga as a games machine. How, they argue, can you store really big applications, like artificial intelligence databases, or local authority records, or whole feature films on an Amiga? Sure, you can store it on CD. But you can't read to a CD, can you?

Enter the Magneto Optical drive. The best way to think of this box is as a floppy disk drive that you plug into a hard drive SCSI controller. The difference is that you can store 120 Mb of information on each disk. Although the unit costs serious cash – each disk costs £35 – it works out cheaper, in terms of price per K stored, than using floppy disks!

This drive is a cross between a hard drive and a CD drive. The data is stored magnetically on a disk, just like a floppy disk. However, rather than using a magnetic head to write the information, it uses a laser beam to heat up the surface of the disk. This means two things – you must still keep the disks away from magnetic fields (loudspeakers, TVs, power supplies); and also you have to use the drive in a clean environment. Smoke and dust can seriously screw it up.



**This unit looks pretty ordinary, but under the bonnet it's seriously high tech. The internal version for £799.95 is a much better buy.**

**Getting it going** is time consuming but not too difficult, if your SCSI hard drive can low-level format (put a Rigid Disk Block, or RDB, on to) a disk. It must also have a 25-pin SCSI port – the vast majority of SCSI hard drives have this feature. It's easiest with GVP's FaastPrep, but can be done with most other systems, including Commodore's A590 and the A3000.




**The only bugbear with this unit is that you have to format the disks first – which means looking at this screen for about 35 minutes. Never mind!**

When you boot up your system, it's wise to have a disk in the drive, otherwise it can get a bit confused. The drive has a powered eject, which looks very swish and hi-tech. When you take out the disk, some controllers will not change the icon, so it will get very confused when you put a different disk in.

There are two solutions to this; you can use the AmigaDOS DiskChange DHXXX: command to tell the Amiga that the disk has been changed; or (if you have Workbench 2) then you can use the supplied shareware *SCSI-Mount* utility. Later GVP controllers do not exhibit the problem – to be honest, neither does my rather old prototype GVP controller.

If you have an A1500, A2000 or A3000T, then you can fit the cheaper internal version in the 5.25-inch drive bay – assuming you don't already have something there. The difference in price is significant – £799 as opposed to £999. I never knew metal boxes, power supplies and connectors were so expensive.

The supplied documentation is rather good. There's not that much to explain about the drive, but it does tell you, step-by-step, how to get the drive recognised and formatted using Commodore's own *HDToolbox*. It also gives a fairly minimal trouble-shooting guide. Not brilliant, but there are so many different Amiga SCSI controllers that it would be a task and a half to do this for all of them.

All things considered, this is an expensive but viable solution to the needs of people who need lots and lots of storage space. I just wish I had the cash to afford one.

## FLOPTICAL ALTERNATIVE!

If you haven't got £999 to splash on a magneto optical drive, there is a cheaper alternative. The Floptical drive from DMI (recased and rebadged by Power Computing) weighs in at £389 for the external version, and £289 for the internal version. You need a special slimline internal version for the A3000, but you can put this drive into any drive bay.

Setting it up is just the same as its big brother – you need a SCSI controller that can low-level format. Although this drive is cheaper, the disks are more expensive (in terms of storage space versus price) – they cost £25 each for 20 Mb of storage.

Don't be put off – one useful trick of the Floptical is that it can use standard HD (High Density) floppy disks, as well as the special 20 Mb variety. Drivers for the A-Max Mac emulator are available, and *CrossDOS* can be setup to format standard HD PC disks for those who want to swap big files with real PCs.

It's a tad slower than the Magneto Optical, but it's still about 10-times faster than using floppies. Seriously good if you have the readies to pay for it – I want one! I want one!



**Looks like a floppy drive with a power socket in the back.**

AMIGA FORMAT Verdict **80%**

### Magneto Optical

**SPEED** ●●●●
35ms access time – average for a hard drive, very good for a Magneto Optical unit.

**DOCUMENTATION** ●●●●●
To the point, fairly simple, with just enough techie bits for the enthusiast.

**ACCESSIBILITY** ●●●●●
Should work with just about all SCSI controllers that can low-level format.

**FEATURES** ●●●●●
Want infinite storage? This is the unit if you have megs and megs of data.

**VALUE** ●●●●
Good for the internal version – external is £100 too much, in my opinion.

AMIGA FORMAT Verdict **95%**

## AMIGA 1200



*AMIGA* 1200, 68020 Processor, 14:19MHZ 32-BIT, 2MB Chip RAM Standard. Amiga Dos v3.0, Optional Hard Drive (See below). AA Chip Set for enhanced graphic capabilities, 16.8 Million Colour Palette, 2-256,000 Colours on-screen, PCMCIA Smart Card Slot for memory exp. 96 Key keyboard with numeric Keypad and 1 year On-Site Warranty. Also with free package from BattleAxe containing a Word Processor, Database, SpreadSheet and 3 Games........

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*Hard Drive Models Come With Our Own 12-Months Warranty*

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### AMIGA SOUND ENHANCER

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Then this is an essential piece of equipment.

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*!!! Supports AA Chip Set ( Amiga 1200/4000 ) !!!*



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GVP"s G-LOCK Genlock is a true price/performance breakthrough. Works with all Amiga computers and even supports the new chrome key modes of the ECS/AA chip set (Amiga 1200 etc). The only choice for the mid-range Amiga video enthusiast.

## AMIGA 1200

We can supply, or install a Fully Compatible 2.5" IDE Hard Drive. At a very competitive price. Complete Installation and Full Easy-Fitting Documentation included. Fully Guaranteed for 12 Months. We can arrange Collection of your Machine and 24hr turn around - Various Sizes including.

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5 FULLY INTEGRATED PROGRAMS THAT MAKE AN EASY TO USE HIGHLY PRODUCTIVE OFFICE W.B.2. COMPATIBLE (WRITE) WORD PROCESSING (FILE) DATABASE MANAGEMENT (GRAPH) BUSINESS GRAPHICS (CALC) SPREADSHEET CALCULATIONS (PAGE) DESK TOP PUBLISHING.

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### IMAGE FX

£179

*!! Supports AA Chip Set (1200/4000) !!*

High Powered 24-BIT Image Manipulation SoftWare. A wealth of features include image colour correction, analysis, transformation and photographic adjustments. Scanning Support etc and includes the fantastic CINEMORPH Morphing Package. Requires 3MB RAM, ARRexx Support, anim Generator, Printing and more. RECEIVED TOP MARKS IN REVIEWS.

## PCMCIA CARD SLOT

These memory expansions fit in the PCMCIA card slot on an AMIGA 1200/A600. Giving you 2 or 4Meg of extra Fast Memory.

2 MEG £129.99



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Absolutely a necessity if you are into Graphics, Music, Desk Top Publishing, Desk Top Video, and Memory eating games.

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*Expansion for the Amiga 1200*

- Fits in the Trap Door.
- 68881 Motorola Floating Point
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- 0/2/4/8 Meg populated (Sims)

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2MB POPULATED ........................£ P.O.A.
4MB POPULATED ........................£ P.O.A.
8MB POPULATED ........................£ P.O.A.

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THE SUPRA-FAX MODEM

v.32bis (14400 baud !!!)

Allows you to send and receive fax messages. This new modem from Supra has full 14400 baud capability. Spec includes V.32bis, V.32, V.22bis, V.22, V.21, MNP 2-5, V42, V42bis, CLASS 1 & 2 commands.9600/14400 Group 3 Fax, Includes free comms software and Modem Cable.

THE POCKET-FAX MODEM

Allows you to send and receive fax messages. This modem comes with carrying pouch and is easily connected to your or a friends modem. Comes with Battery. Includes free comms software and Modem Cable.

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*Fantastic New Console Type Control For The Amiga*

A radically new style of hand-held controller from Hornby. Feather-Touch direction pads and 3 buttons. We believe this will improve game-play and provide superior control.




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High quality 8-Bit Stereo Sampler, Sample up to 51,000 samples/second in stereo. Special effects inc. echo, mix, filter, re-sample & much more. Works with any Amiga inc. 1200 4-Track sequencing Software with Midi Support. Create SoundTracker Compatible & Stand Alone Song Files with the great DSS Software v1.6

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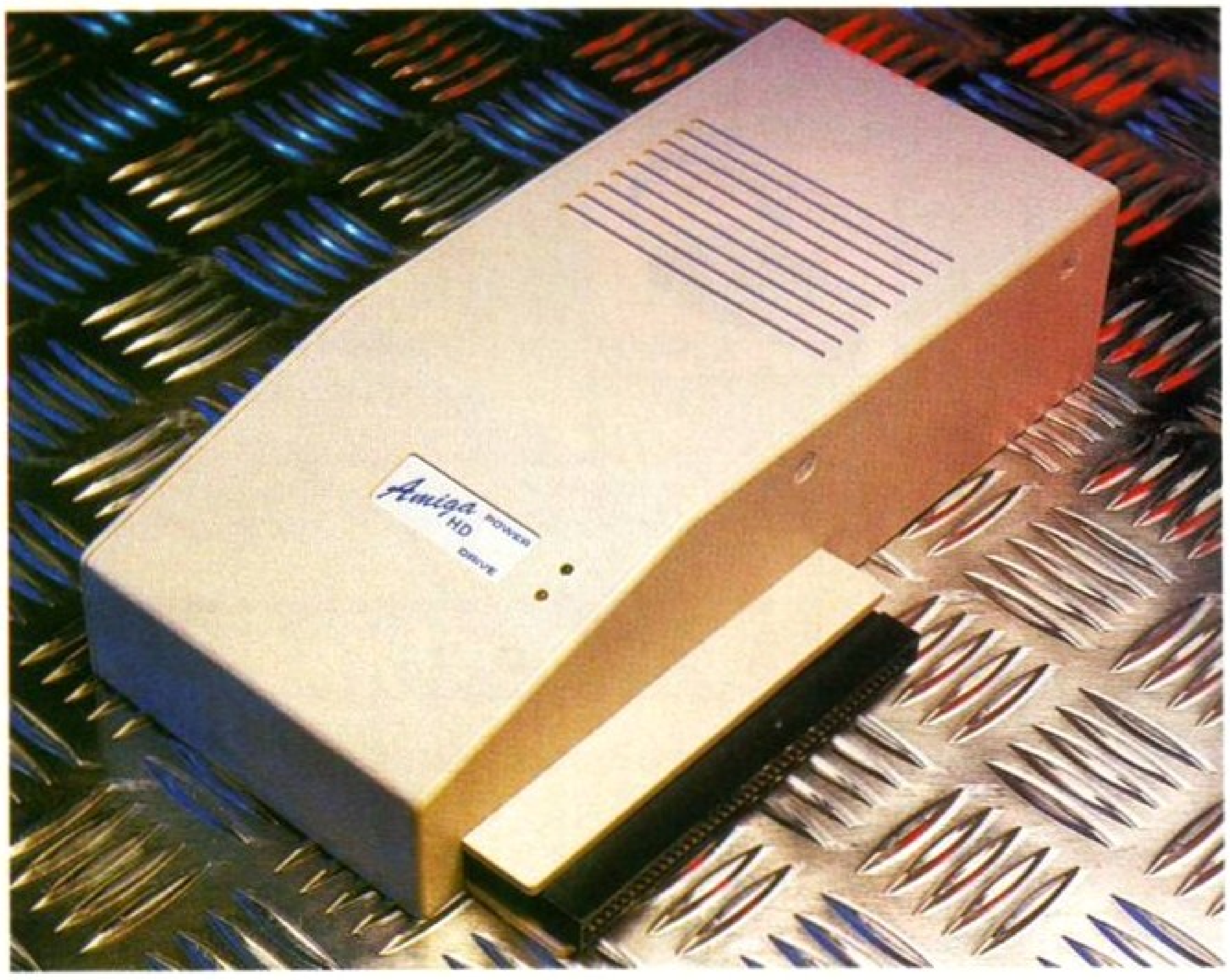
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# AddHard

Ashcom Computers ■ 0530 411485 ■ £279




**This photograph of the unit can in no way convey the plastic tackiness of the Addhard. If it was a budget buy, fair enough – but the price is anything but cheap.**

**IF LOOKS COULD** kill, the AddHard would be a mass murderer. From its tacky soluble plastic case, to the lack of a SCSI expansion port or a capability to take an extra power supply, the drive looks like an exercise in extreme cost cutting. Forget the misquote in the advert: "Best buy – high quality – low price", because I was talking about Ashcom's 512K RAM expansion, not this piece of tat.

Maybe I'm being a bit harsh. Under the cover, it's the bare bones of a system – a SCSI controller chip, a ROM chip and a few more chips to talk to the A500 or A500 Plus. This lack of sexy technology means that the drive boots up and runs like lightning – its one and only selling point.

But don't think you're getting a good deal. For a start, you get no manual – just a single side of A4, detailing the steps to get the drive up and running. Oh yes, and three colour flyers advertising other Ashcom products.

**One of these** products is the AddAx external RAM expansion. This can be fitted in-between the AddHard and the Amiga. Which is just as well because the AddHard has no facility for taking memory on its own. If you cost it up, an AddHard/AddAx with 2Mb of RAM costs £400 – which is more than a 2Mb GVP drive! And of course, the Ashcom system is about six inches wide – which is quite an addition to your desk space.

Assuming you want to reformat the hard drive, you've got a problem. The supplied Setup software, while looking very pretty, seems to do absolutely nothing except crash. It's bugged to hell. It doesn't tell you what make and model of hard drive is fitted. Presumably it can find this information out through the SCSI.

**However, it's not** all bad. You do get a disk packed with shareware disk utilities. Two back-up programs, the Sectorama track and sector editor, and a few disk fixers and performance testers. Shame that the package doesn't contain any printed instructions on them.

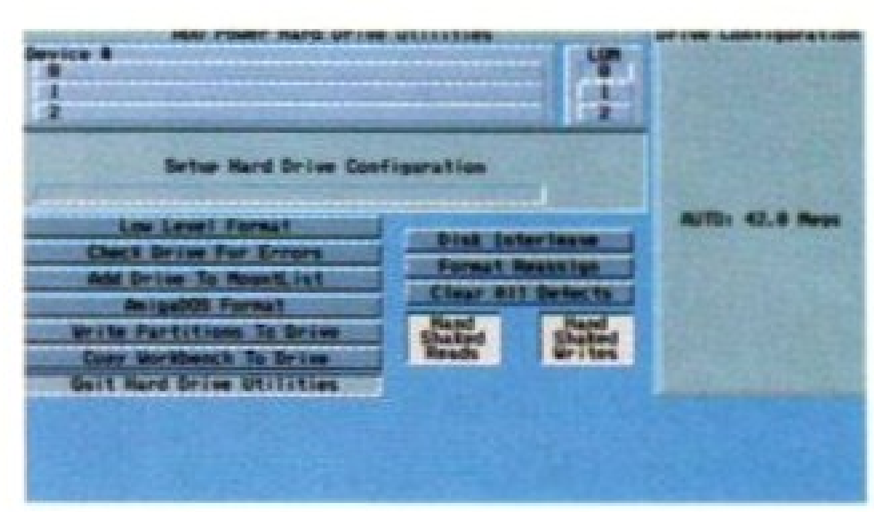
I guess this indicates the market that the AddHard's aimed at. If you have had an A500 for a few years, and have an oversize trapdoor RAM expansion (bigger than 512K) then the AddHard would be a very good choice of hard drive. Such a buyer would have a greater understanding of the supplied utilities, and let's face it, you probably won't need any external SCSI equipment.

I simply cannot understand why Ashcom are charging so much for this unit. They're literally cutting their own throats – the only sort of person who would actually want one can't afford it. With decent setup software, a decent manual, a game switch and a bit more in the way of user friendliness and £75 off the price, it would be a really good buy.

As things stand, you'd have to be either a total speed freak with no thought for the future, or one of those weirdos who needs every single peripheral to be of the same make, to buy this unit. Sorry Ashcom – there's just no way I'd recommend to anyone that they buy this hard drive. It's the worst I've ever seen for the Amiga.



**Setorama, one of the bundled shareware utilities, is the only low level binary track editor that I've seen for the Amiga. Most people would never need or understand it.**



**The setup software for this unit appears to have all the necessary functions. Click on the wrong icon at the wrong time and you get a flashing red Software Failure message.**

## A600/A1200 OWNERS!

You must be feeling cheesed off. No SCSI interface, no removable media, no tape streamers. Well, don't worry about it. Because one great benefit of the IDE (Intelligent/Integrated Drive Electronics) hard drives is that they're cheap. And they can be fitted internally without an interface – which makes them cheaper again!

So why don't they seem cheap now? The main reason is that there is a great shortage of them in the UK at present – if you were to travel to the Far East, you can pick them up for peanuts. This scarcity is pushing the price of the units up. Plus there is the autoboot problem, which means that companies have to test the drives to make sure they are compatible.

All right, so you can't build up a hard drive chain like you can with SCSI – if you want 40 Mb of storage, you have to fit one drive of that capacity. But in terms of everyday convenience, IDE is a better system for the average user.

The IDE standard does provide for one extra hard drive plugged into the first. However, I have never seen this done on any Amiga with an IDE drive. I guess it's possible, but people don't bother for some reason.

PCMCIA hard disks are still not around. These devices are similar to A500/A500 Plus external hard drives, but they are much, much smaller.

Don't think that SCSI will never be available on the A600 and A1200. You can get PCMCIA card interfaces for SCSI already – the problem is that nobody has yet written a set of Amiga driver tools for the things. When that happens, you'll have the best of both worlds, if you really do need a big SCSI chain.

## AddHard

**SPEED ●●●●●**
It is very, very fast. Fragmentation problems can reduce this, as with all hard drives.

**DOCUMENTATION**
What documentation? One side of A4? Surely they must be joking?

**ACCESSIBILITY ●**
Lousy setup software which just seems to crash, and there's no game switch.

**FEATURES ●●**
No SCSI port, through port doesn't work and the case would probably melt easily.

**VALUE ●●**
Well over the odds – a 2Mb GVP is cheaper than a 2Mb AddHard!

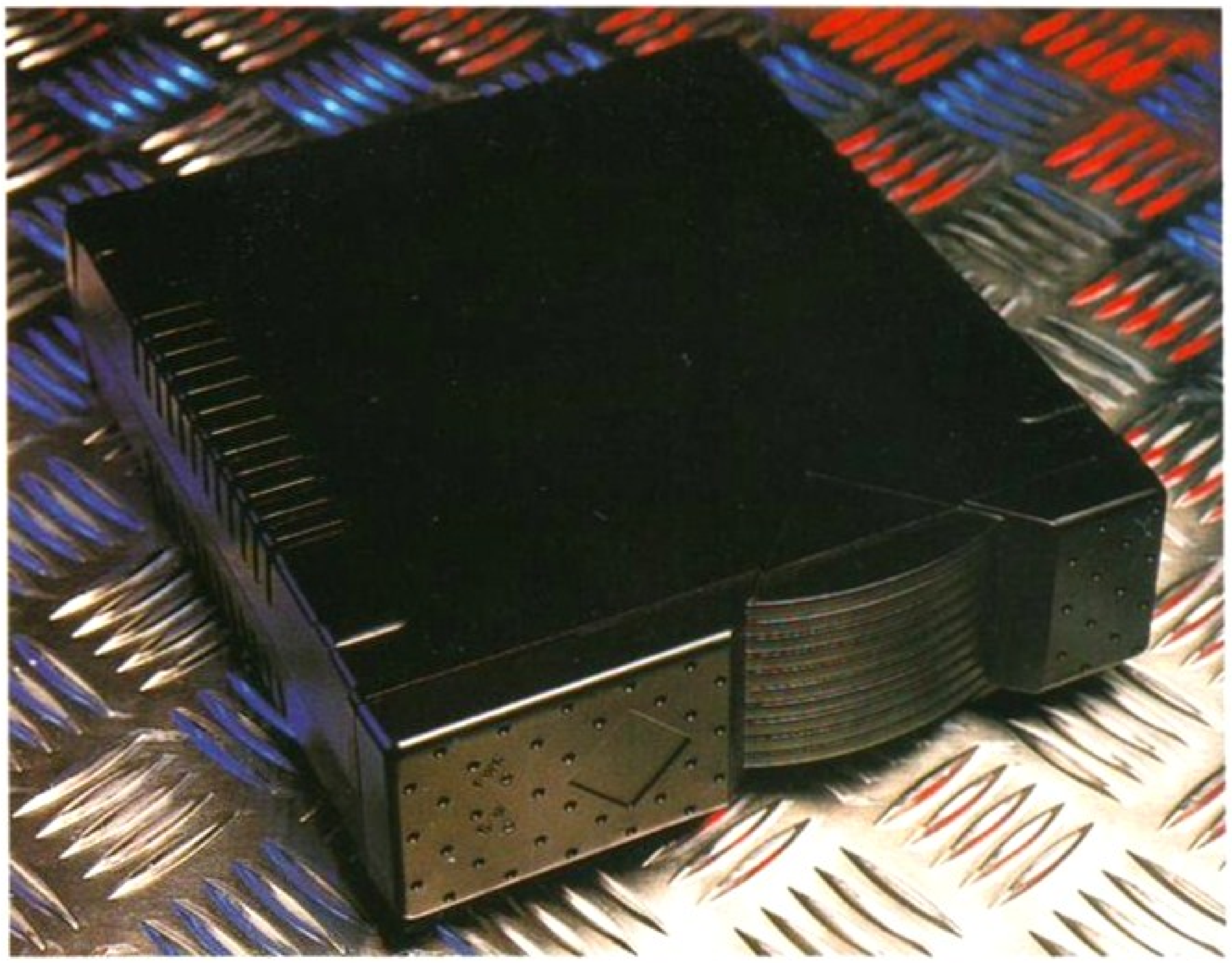
AMIGA FORMAT Verdict **30%**

# External CDTV

ZCL/Calculus ■ 0543 414817 ■ £299.95

**ZCL'S PREVIOUS EFFORT** at putting a hard drive into a CDTV met with some harsh comments in our Super Amigas feature (***AF***38 – 75 per cent). Does this external deal make a better package, or is it more of the same warehouse-clearance tactics to shift old stock?

Before I get to that, the company have recently made a decision to market the SCSI interface for CDTV separately. For the princely sum of £99.95, you get the interface, Workbench 1.3 and Extras 1.3, the hard drive manual, an A500 manual (useful for learning AmigaDOS commands, but with lots of irrelevant information too) and erm, that's it. Compared to the price of SCSI controllers for the A2000 and larger Amigas, this is actually quite a good deal. So if you know where you can get SCSI hard drives cheap, that's a much better option.

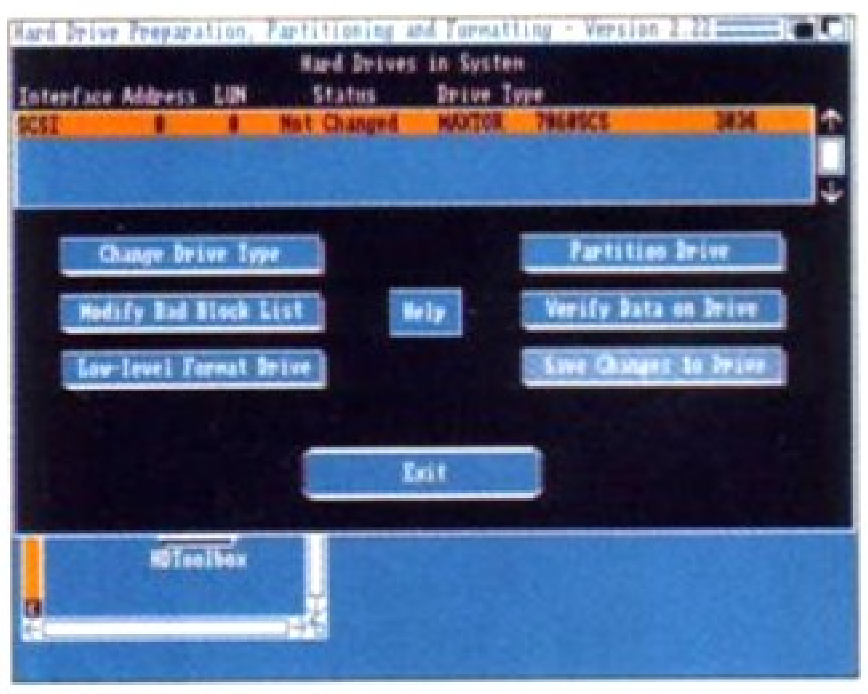


**If there's one thing I like better than a good hard drive, it's a good hard drive that is matt black and dead sexy. You could buy the SCSI kit and your own external drive – but would it look this good? I think not.**

**Still, the deal** being reviewed here is not bad at all. As well as the above, you get a nice designer, matt black SCSI hard drive unit, the power lead (with a plug) and matching black SCSI connecting lead. The hard drive has two SCSI connectors (the proper 50-pin Centronics types), so adding more SCSI units to the system is no problem. Just plug them into the back of the existing hard drive.

As with most hard drives, it's preconfigured with Workbench already on it (ZCL are, after all, Commodore's official distributors). In case it ever goes down, there's the standard CBM *HDToolbox*, suitably tweaked to make the best use of the CDTV SCSI. If you've never used this program before, it can be a somewhat traumatic experience – but with experience comes competence.

Eventually, you wonder what all the fuss is about. *HDToolbox* has always been able to low-level format, and so should work happily with every single SCSI drive in existence.




**The official CBM *HDToolBox* still looks as ugly as ever – but it's got all the vital features and it doesn't crash out on you when you least expect it. It's been refined over the years, and this version is fine for 99 per cent of hard drive tasks.**

Is it any good? Well, a 65 Mb of hard drive is not bad at all, especially if you want to play games like *Eye of the Beholder* or *Monkey Island 2*. But, as with all hard drives, some memory is consumed. The good news is, as all CDTVs have 1Mb of chip RAM, games are more likely not to run, because of a lack of chip RAM, on an old A500 with a hard drive than on this beast.

The difference between this external hard drive and the internal one is convenience. This one is easier to disconnect if you have memory problems – just undo the two screws securing the SCSI interface (the manual recommends you just leave them out) and pull the card back about an inch. With the internal version, you cannot undo the interface without disconnecting the internal ribbon cable – which means undoing about 30 screws!

The manual is actually pretty good, if a bit thin. Dave Cheetham of ZCL has assured us that it's only a first draft, and there's a lot more to go in – the only omission is it doesn't tell you how to copy your Workbench disk to the hard drive. As Workbench is already there when you buy it, and the manual will be added to extensively, so I don't see it as a problem.

**This hard drive** is seriously good news for CDTV owners – what's even better news is that it mentions that fast-RAM cards should soon be available for CDTV. Good heavens, can this be true? Can you run really big applications on the black magic box?

To be perfectly honest, I just don't know. As I write this, at a quarter to midnight, I'm trying to ring Jim Mackonochie (Mr CDTV) at an Amiga Developers Conference in Florida to confirm or deny it. The phone is ringing... ringing... ringing... I guess we're going to have to wait till next month. Sorry.

## MAINTAIN YOUR INVESTMENT!

**When you first get your hard drive, it's a very good idea to set it up two or three times, to get a feel for how things work. It's also a good idea to split it into two or more partitions. These show up as different disk icons on Workbench, but are really different areas of the same hard disk. Each partition takes some memory away from your Amiga, but it's still a good idea.**

**The reason for this is that, with a hard drive, you are literally putting all your eggs in one basket. A computer virus can easily copy itself to the hard drive and destroy the contents within minutes. Also, a sloppy installation program can put a read/write error on a partition, which means that nothing else can be copied to the partition until it's been formatted again or the bad file has been deleted.**

**If your work is financially valuable, then some method of backing up the hard drive is a sound investment. SCSI tape streamers are one method – simply drag a partition to the tape streamer icon, which is safe to be referred to if you have a problem later. Power Computing's Video Tape Backup system is still being evaluated, but looks promising and is much cheaper than a tape streamer.**

**Everybody else, get a copy of *Quarterback* and *Quarterback Tools*. These are both very easy to use – the first enables you to make back-ups of your hard disk to lots of floppies, compressing as it goes. *Quarterback Tools* is good for wiping bad files and defragmenting your hard disk – in a nutshell, making it work as fast as when it was new, without formatting and recopying everything by hand. If you don't do this, eventually your hard disk runs as fast as a tortoise.**

## External CDTV

**SPEED** ●●●●
Pretty good, considering no fast RAM was available on the test CDTV.

**DOCUMENTATION** ●●●●
Should be OK – the early drafts look very promising indeed.

**ACCESSIBILITY** ●●●●
It's there when you want it, and you can unplug it when you don't.

**FEATURES** ●●
Shame there's no fast RAM capability, but that might happen yet on CDTV.

**VALUE** ●●●●
Not bad at all for an external 65Mb SCSI unit. Even better for a cute black CDTV drive.

AMIGA FORMAT Verdict **83%**

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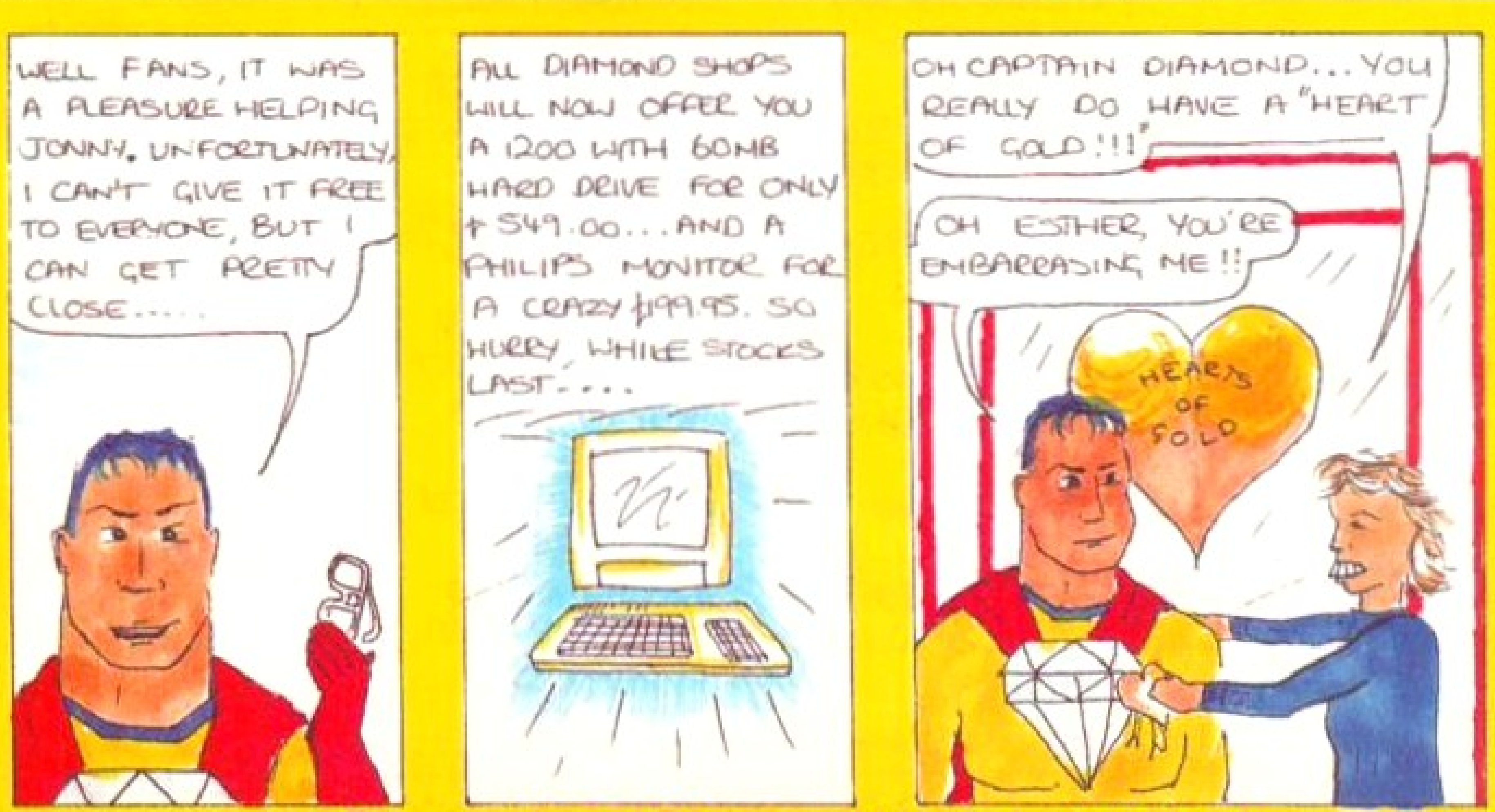
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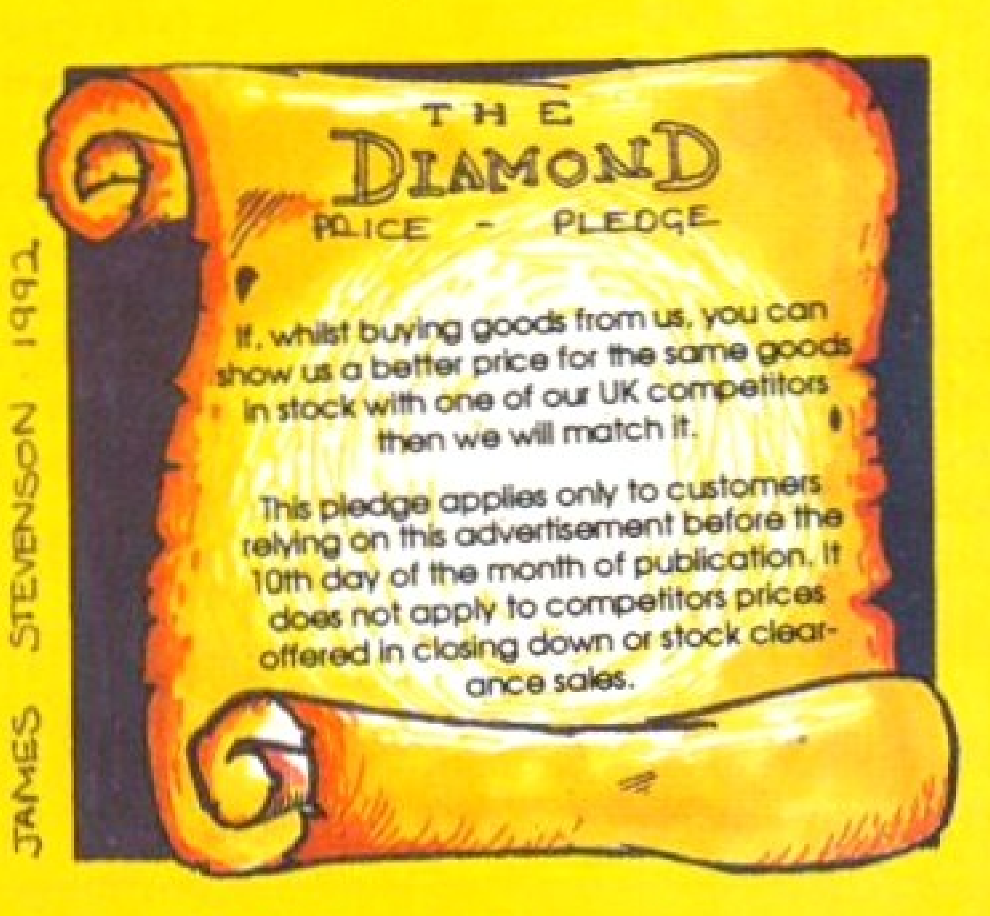
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# CAPTAIN DIAMOND'S PERIPHERALS PAGE

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# Screenplay

The time of Valentine is upon us once again, and people all over the country are posting cards to ones they love. If you don't get one, never mind – cheer yourself up by treating yourself to a new Amiga game. Which one? Read on…

### THE NAMES YOU CAN TRUST

Month after month, the games reviewers at *Amiga Format* scrutinise every game that's released on the market, and bring you the most honest and unbiased reviews around. Unlike our competitors, we'll never review an unfinished game just so we can shout "exclusive" at you. OK, so that means that we're sometimes last to review games, but if we manage to stop one of you buying a rubbish game, then our job is made worthwhile.

We've all been in your situation before, and we've all had our fingers burned buying poor-quality games. This is why we at *Amiga Format* pride ourselves on three golden rules:

(1) If it's not finished, it doesn't get reviewed.
(2) If it's crap, we say it's crap – and it doesn't matter what the softies think of us.
(3) If we're forced to take sides, it's always your side we take.

## THE REVIEW CREW

**TRENTON WEBB**
"*History Line 1914-1918*, without a doubt. Any game that teaches you the wonders of heavy artillery can't be all bad…"

**JAMES LEACH**
"Playing Trenton at *History Line 1914-1918*. I like it because the assassination of Archduke Ferdinand at the hands of my Great Uncle precipitated the start of WW1. I'm so proud of him."

**ANDY NUTTALL**
"Oh blimey, erm, well… it's got to be *Sensible Soccer 92/93*. That way I can pretend that it's real life and Liverpool are going to win the League."

**PAT MCDONALD**
"I've spent a lot of time playing *Exodus* lately, and to be honest I wish I hadn't bothered! I do like the jokes, though. Who says the Germans don't have a sense of humour!"

**ANDY HUTCHINSON**
"*Indiana Jones and The Fate of Atlantis* – the graphic adventure. I've got a thing about whips and leather chaps, you see." Erm, yes Andy.

**ED RICKETTS**
"Hmmm. I'll have to say *Tearaway Thomas*, I'm afraid – even though it's unimaginative and derivative." Wise words, mate.

**SARAH TANSER**
"I've recently revived the great belly-wobbling platformer *Chuck Rock*., because it reminds me of an old friend."

**HUW LLEWELYN**
"I've been playing loads of games on my Amiga lately. Oh, erm, hi Mum, didn't see you there. Yeah, like I was saying – I've been studying madly for my exams. Honest."

**DEREK DAVIS**
"*Knights of the Sky*, I reckon. It's great at first, but it gets a bit too difficult for its own good on the later levels."

**ANDY LOWE**
"*Streetfighter 2*, because it improves your hand-eye co-ordination, and gives you a great feeling of power as you punch someone's head in."

**NEIL JACKSON**
"I've been busy scaring myself to death by playing *Dark Seed*. It's giving me nightmares – but I've just got to finish it."

### WAKE UP! TIME TO PLAY…



**Sleepwalker**
What do you get if you cross Comic Relief, Ocean Software, a brilliantly original idea from CTA Developments and a small dog called Ralph? That's easy – you get our game of the month, *Sleepwalker*. But why is it so good? Well, you'll just have to turn to our review on… **Page 60**




**Legends of Valour**
Once upon a time in the fairy-tale village of Mittledorf there were lots of robbers, gamblers, werewolves, vampires, trolls, goblins and some heavy-handed police, all of whom were in a bad mood all of the time. Into this lovely town came a naive adventurer with leather trousers, a rucksack and a bad case of spots. How will the adventurer get by? Find out on… **Page 90**



**Wing Commander**
With its texture-mapped graphics and incredible speed, *Wing Commander* caused a storm when it was unveiled to the PC market a year ago. The PC version required a fast machine with loads of add-ons to run, so there were many sceptics when it was announced that an Amiga conversion was on the way. Can Origin prove them wrong? Turn to… **Page 94**



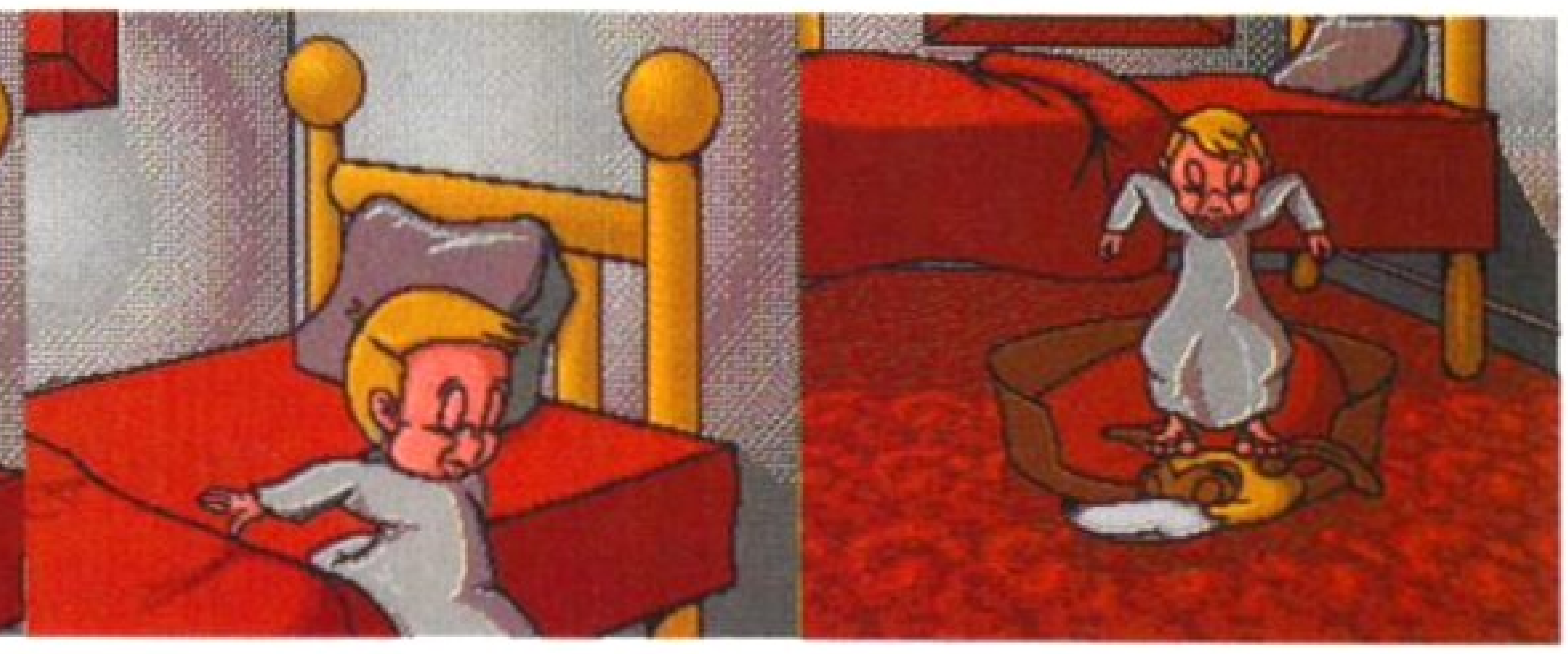
**Dragon's Lair III**
Good grief! Sullivan Bluth's bizarre and wacky arcade game makes it to part three on the Amiga. Who'd have thought it, especially as the previous two incarnations were as about as playable as ice hockey in the Sahara. Still, we have to give them a chance – they might have got it right this time, third time lucky and all that! Find out for sure by reading our daring exposé on… **Page 98**



**Dark Seed**
With graphics drawn by Swiss surrealist HR Giger, famous (or infamous?) for his monstrous creations in the film *Alien*, this offering from newcomers Cyberdreams looks set to sell in vast quantities. But as readers of *Amiga Format* know, sexy graphics don't always make a sexy game. Can the story match the visuals? We spill the beans on… **Page 68**



The story behind *Sleepwalker* goes something like this: midnight and all's well... Mr. Moon is getting ready to go to bed, and the whole town of Kipsville is fast asleep.



Lee, the subject of this tale, is prone to a bit of sleepwalking now and again – fortunately his dog, Ralph, wakes up at the slightest hint of someone treading on his head!

# Sleepwalker

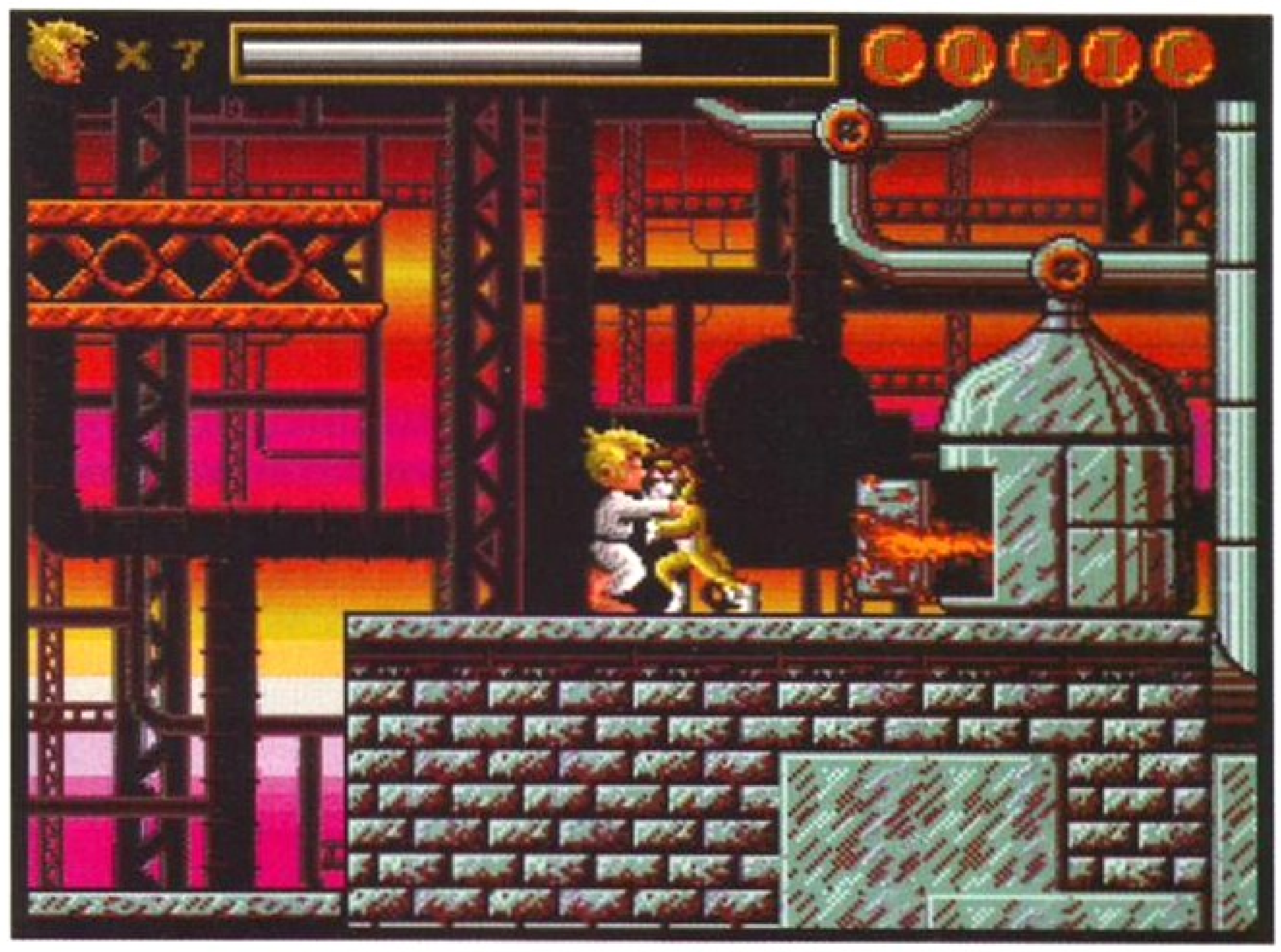
Ocean have had a bad run recently, with the release of *Cool World* and the appalling *WWF 2*. But their latest game heralds a return to form, with the help of a dog called Ralph...

**NEEDS 1 MEG**

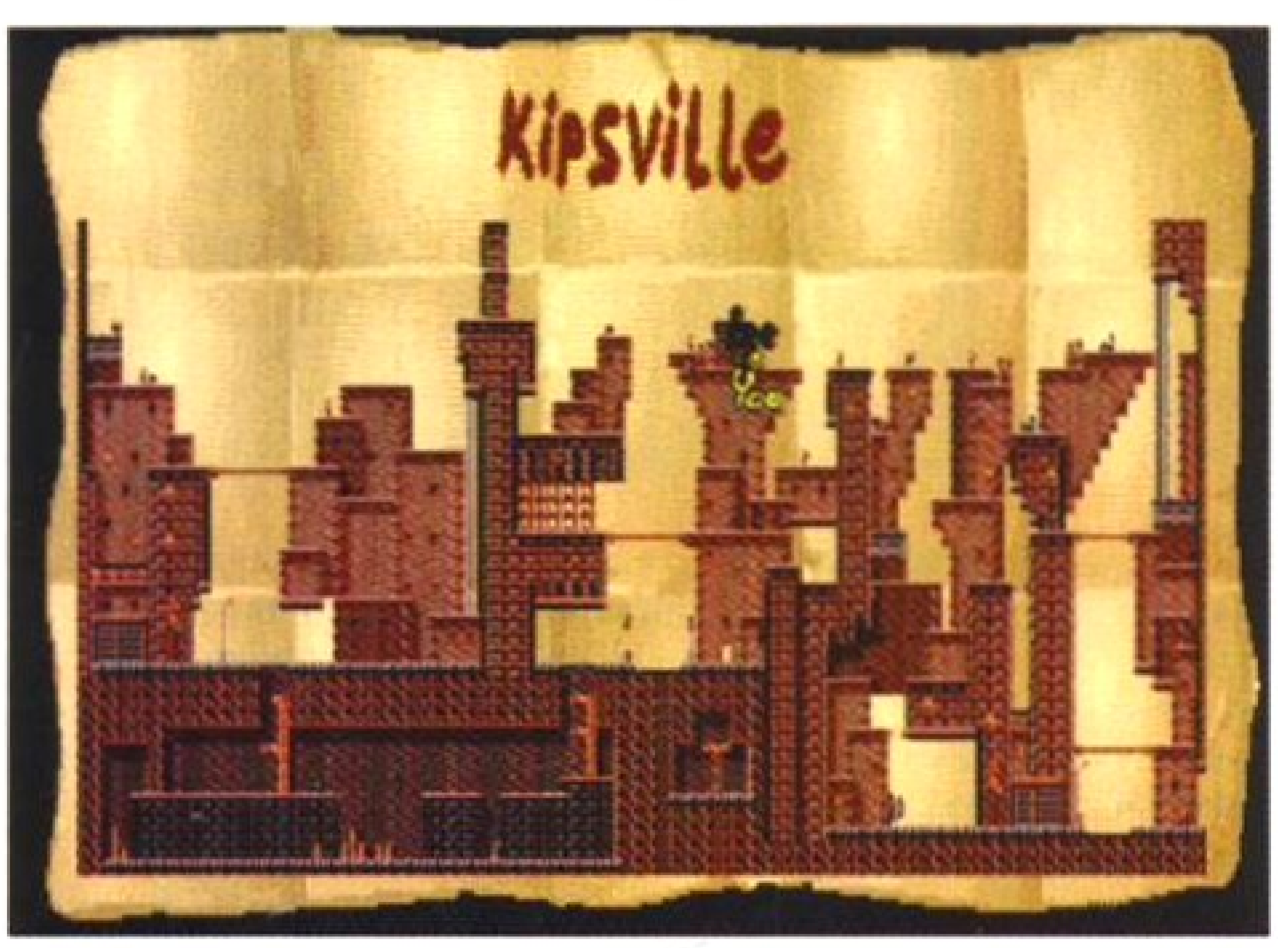
If somebody said to you that they had come up with an idea for a game which is incredibly simple, and yet maddeningly addictive, it would be difficult to believe them with today's style of games. With the range of platform games, shoot-em-ups and adventures which flood the games market, it takes a clever mind to think up an original idea.

*Sleepwalker*, the latest game from Ocean, is exactly that sort of game. It has the kind of storyline that makes you kick yourself and shout "why didn't I think of that!" The storyline goes: a boy sleepwalks his way through the major hazards of a city, while you control his dog in an attempt to stop him waking up. If the boy hits an obstacle, he loses some sleep. That's it, the complete story. So why the hell hasn't someone thought of that before?

Anyway, someone has now, so it's too late. It would be a real bummer, though, if the game turned out to be a dog. After all, £4.32 from each sale of the game goes to Comic Relief, so hopefully it will be good enough for you to want to go out and buy it. Fortunately for Ocean, Comic Relief, and you, the prospective buyer, *Sleepwalker* is actually very good.




Now look, nice little boys like you don't usually want to walk into furnaces. It's just not done. Why don't you come along with me now and help me play with some parked cars?



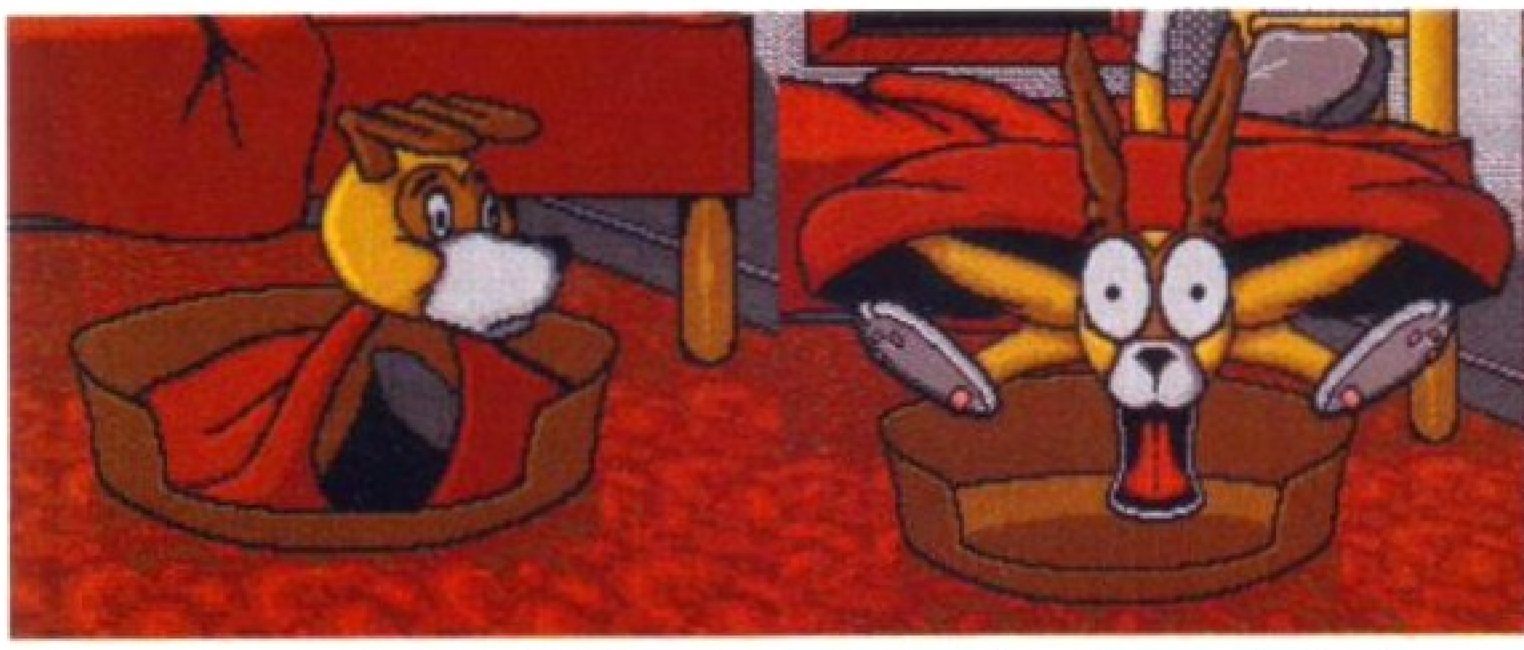

"You are here." The map facility comes in very useful – problem is, only the places you've visited are marked. Can anyone direct me to the exit?

## Sleeping dogs lie...

The sleepwalker in question here is called Lee. His mum carelessly leaves Lee's window wide open at bedtime, and so (of course) he somnabulates his way out of it. On his way he manages to tread on his dog, Ralph, and the faithful hound takes it upon himself to keep Lee from harm.

Lee continues walking and walking until he reaches some kind of danger, and if this danger happens to be, for instance, the edge of a rooftop, a nightclub bouncer or even an open sewer, he will just merrily wade in and take the damage as it comes. As he gets more and more hassle, he loses more and more sleep – and if the little chap awakes from his slumbers you lose a life. Got that so far?

OK, so how does Ralph protect him? Fortunately, he's a big, strong dog who's able





Unusually alert for this time of night, Ralph looks around wondering what has just flattened him – and realises (with some distress) that the bedroom window is open…

Lee hops out of the window and begins to noctambulate his way around the town. Good old Ralph goes headfirst after him – and control of the dog goes over to you…

to push and kick Lee around without too much effort, and he's also armed with a truncheon (which helps against the bad guys). Generally, though, Ralph's job is to run around and find the places where Lee is likely to get hurt, and make them safe. The screen's scrolling always follows Ralph around, so it's quite possible to lose track of Lee's position – and this is where the strategic part of the game comes in.

When you run away to disarm the danger, you must always keep an eye on Lee. The way he manages to get himself into trouble is quite amazing – but kind old Ocean have provided an on-screen map to help you along. When you view the map, time stops, so you can have that cuppa or go to the loo.

## RED NOSE!

Is life really that simple? 'Course not, silly – the map only displays the places where you've already been, so you're constantly running blind. You have to check all directions – dead-ends, tunnels, sewers – in the hope that you're going the right way. If you really need the map to plan your strategy, you'll have to find a dunce's cap and pick it up – this fills out all the missing pieces of the map.

While we're on the subject of pick-ups, there are several other bits and bobs lying around which will help you on your travels. These include a red nose – extra life; a whoopee cushion – invulnerability; and a custard pie – builds a bridge over water. Also



"Two spikes would be an extravagance." Lee, in his own inimitable style, manages to uncover the only trap in the level which I'd overlooked… Damn.

scattered around each level are five bonus noses. As you collect them, the word COMIC is spelled out on the top right-hand side of the screen – collect them all, and you can enter the bonus level – see following page 'Give the dog a bone-us'.

Control of Ralph is via a joystick – and preferably one which can cope with diagonals easily. If you walk into Lee face on, you will stop him; carry on, and you'll push him in the other direction. If you're pushing Lee, or any other object for that matter, you can swap positions by pulling down on the stick. Stand behind Lee and press the fire-button, and you'll kick him upwards on to a higher platform. The control method is very simple, but difficult to master – in fact, that statement could easily apply to the whole game, and it's one of the trademarks of a classic.

After playing *Sleepwalker* for a while, you begin to realise the scale of the game, and also the amount of fun that the creators must have had in putting it together, and playtesting it all. They have obviously got a good sense of humour – when Ralph runs off the edge of a building he hangs there for a while, then looks down, grimaces, yelps and only then does he

**Continued overleaf**

### LET ME TAKE YOU BY THE HAND, AND LEAD YOU THROUGH THE STREETS OF KIPSVILLE…



**Level 1: Kipsville.** Leap from roof to roof while walking tightropes and dodging radioactive waste.



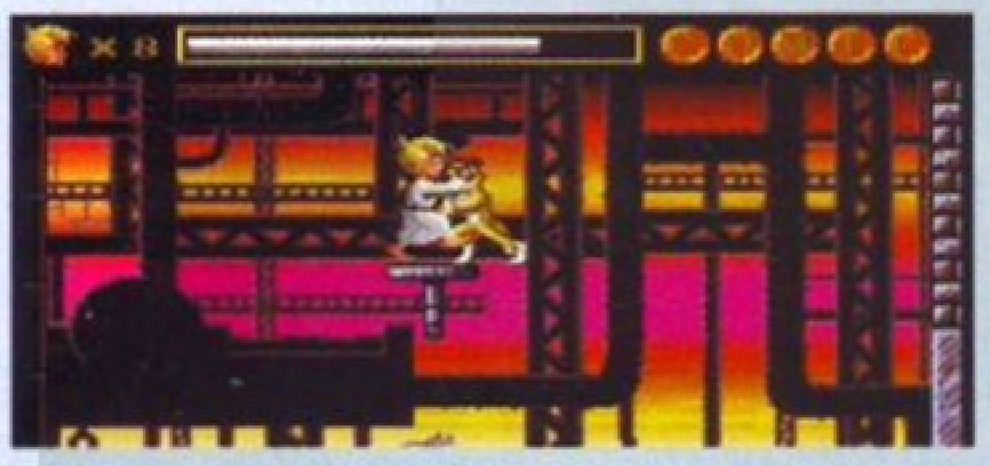
**Level 2: Zoo.** Stand on the back of giraffes while observing the interesting flora and fauna.



**Level 3: Graveyard.** Under no circumstances should you wave your socks in Lee's face.



**Level 4: Construction Works.** Electricity can be dangerous for small dogs and young children.



**Level 5: Factory.** Lee seems to have a passion for furnaces – use all your might to stop him…



**Level 6: Kipsville Returns.** Dodge the noisy alley cats, and remember – keep off the grass…

## GIVE THE DOG A BONE-US

If you manage to collect five red noses from each of the first five levels, you will be transported to one of five bonus levels. Here, you must collect three items which spell out a phrase – which Ralph then uses as a form of revenge on Lee…




Aw, this one is easy. All you need to find are a + sign and a – sign, and you're well away. Can you see what it is yet?
HONEY POT – POT + BEE = HONEY BEE
Simple, yes? Now Lee will find himself in a nightmarish situation involving being stung by a bee.




Now this one's even easier. Come on, no clues – you must be able to get this one. I'm waiting… right, got it now? The answer is…
ACT + ION + MAN = ACTION MAN
OK, got the hang of it now? Well let's give you one more example, just to be on the safe side.



You need to collect the objects in order, with the mathematical signs in-between. In this case, that means collecting…
LAMP + POST BOX – BOX = LAMP POST
Lee will come to a fateful end – but don't worry, it's only in your dreams.

drop. Further on in the game you're likely to find him being burned, steamed, electrocuted, squashed, sauteed – you name it, it happens. In case there are any children reading, you needn't worry – Ralph is never hurt, only delayed by these horrible accidents. Other neat touches that endear you to Ralph include the way in which he leans against a wall for a breather when you leave him alone, and his teetering motion when he stands right on the edge of a huge drop.

Yes, comedy abounds everywhere – but then so does cruel humour. The options screen at the start of the game gives you the chance to select either easy or hard gameplay, but selecting easy simply lures you into a false sense of security. The game could never, under any circumstances, be called easy. Don't get the wrong impression, it's not too difficult either – it's a good balance between the two. Anyway, to introduce you to the game a small training level is provided, with arrows and messages on screen to point you in the right directions.

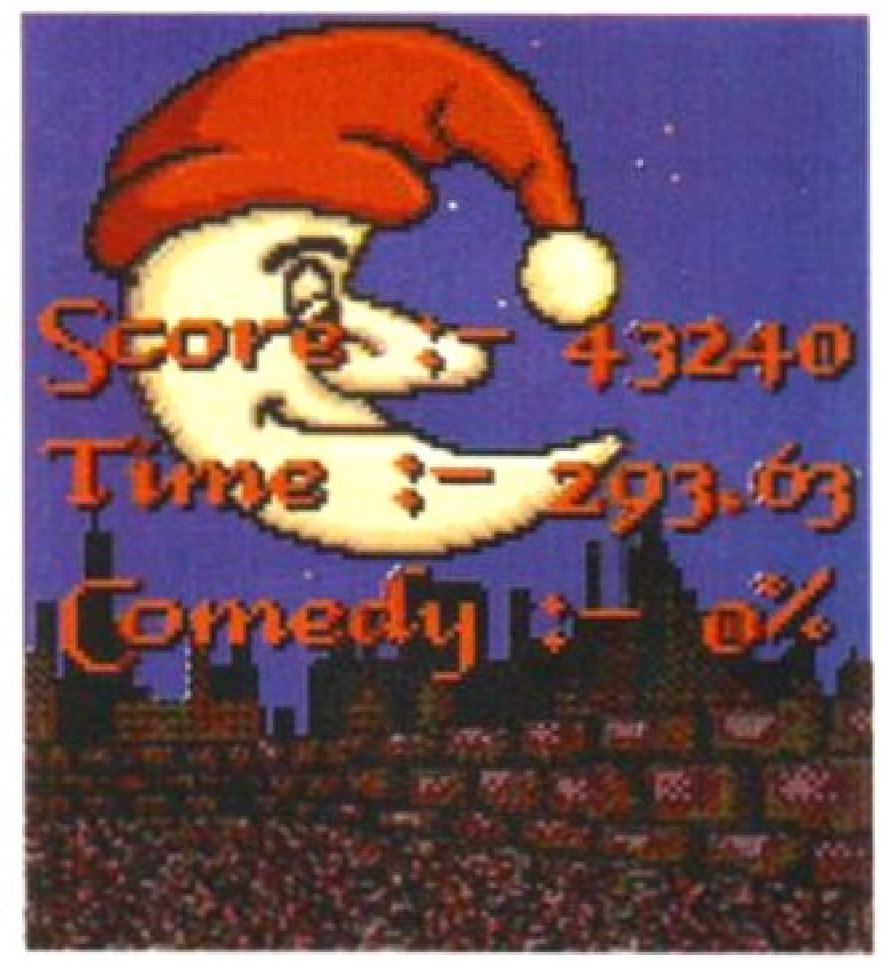
### Phew!

*Sleepwalker* is one of those games that is addictive, testing and madly infuriating when you go wrong. You need to have a quick-thinking mind to keep track of Lee while you rush about discovering the danger points. It's not really a case of 'Oy Lee, stay there while I go ahead and sort that trouble out,' because Lee is constantly on the move. He walks quickly, but Ralph is able to jump ahead of him and rush around much faster – so it's all down to your dexterity and concentration.



Ah yes, Lee gets his comeuppance in the shape of a lamp post – while Ralph laughs in the wings.

*Sleepwalker* is a brilliant mix of arcade, puzzle, strategy and platform styles; but what sets this apart from the rest is that all these elements are mixed together so well that you can't see the join. The graphics are so good-looking and varied, with excellent use of parallax scrolling, that sometimes it's almost possible to believe that you're taking part in an interactive cartoon.




After completing a level, you are given your score, and level of comedy achieved (zilch).

Games like this don't come round very often: *Sleepwalker* is original, playable and good-looking, with superb sound effects and music, and large enough to keep you playing for ages – I'm gobsmacked. Buy it, but don't borrow it or steal it – that's cheating. Remember, it's for charity, mate

**Andy Nuttall**

## RALPH, THE KAMIKAZE STUNT DOG

While chasing after his master, Ralph gets into some extraordinary situations – and each of them are represented by some stunningly cute animations. Falling and leaping are two of the most common, along with being burnt, squashed and electrocuted…



He's just hanging around… Ralph makes a bridge so his master can walk all over him.



Ralph, being a quality actor, can even make teetering on the edge of a vast precipice look fun…

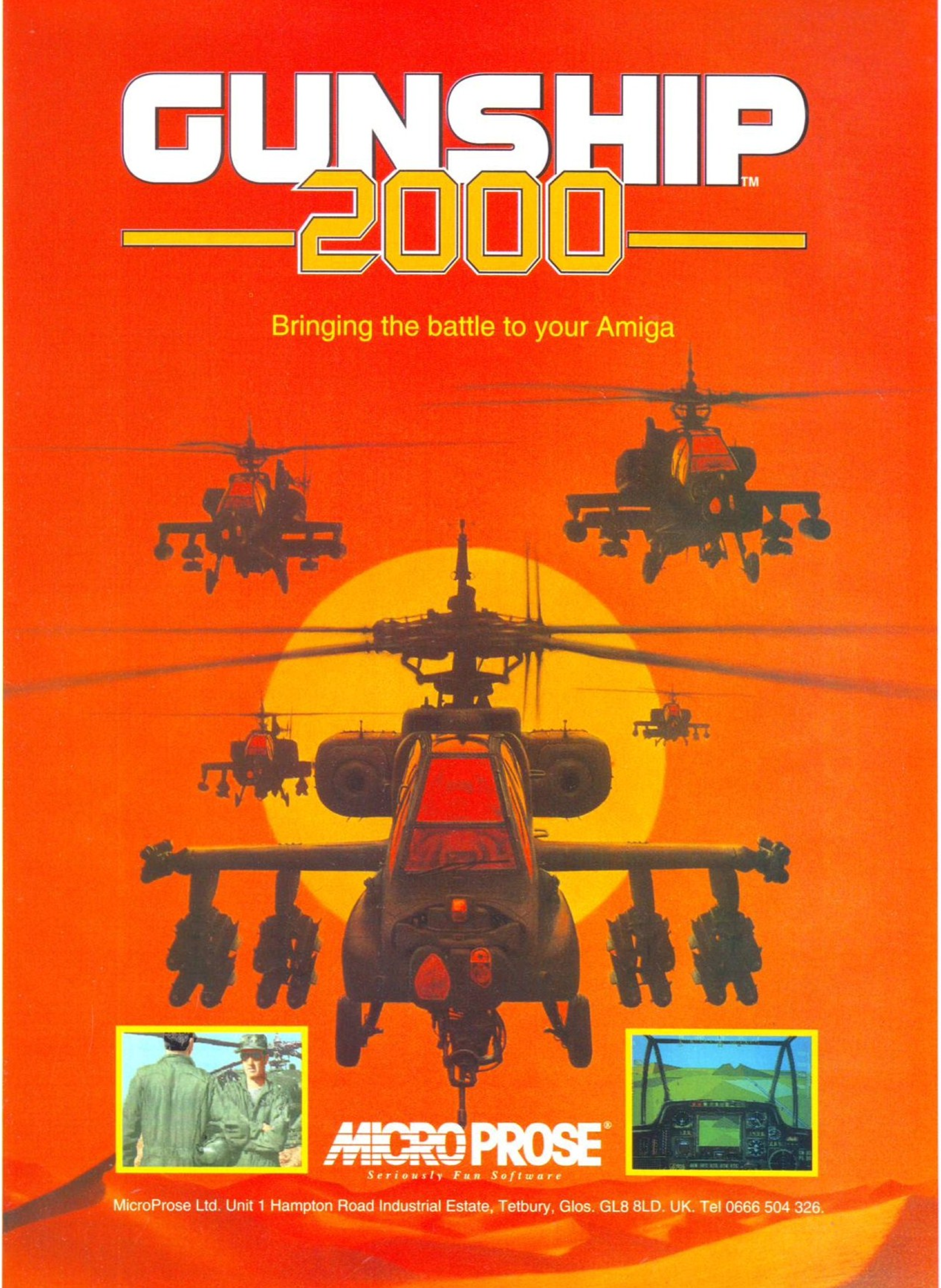


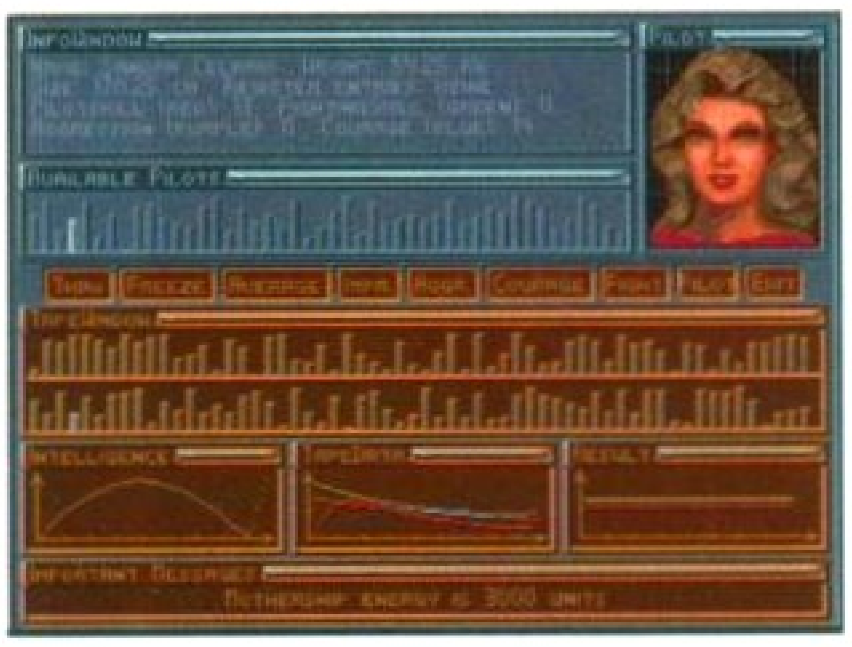
Being pushy is just one of Ralph's many talents. Few canines would be able to handle Lee like this.

**Sleepwalker**
**Ocean ■ £25.99**

- Wow! How many different genres can you fit into one game?
- Cute cartoony graphics using parallax scrolling, and six completely different levels.
- Five brain-taxing bonus levels, where the ability to think laterally is a huge bonus.
- Weird, almost random music – along with excellent sampled effects and speech.
- Not just a charity licence – a completely playable, exciting, puzzling game. A winner!

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Thawing out pilots is not just a case of setting the time and then hitting defrost – you have to balance the abilities of each pilot until you end up with a fully-rounded individual.

**NEEDS 1 MEG**




This is the main control panel. All alien encounters are dealt with through this screen – caution is advised.

# Exodus 3010

This game requires a fair amount of imagination to play. You are the controller of a giant spaceship – the Starlight (or the Starflight, as it is called in the manual), which contains the last remnants of mankind – three million frozen colonists, 46 pilots who can be popped in the microwave for instant readiness, a few raw materials and a huge, great engine to power the whole lot.Your mission is to find a new home for mankind to start again. With this motley collection, you have to build fighters and weapons to protect the Starlight, select who flies which fighter, and maintain the spaceship in good working order.

It's a much better idea to fight the bad guys at a distance rather than at close quarters and risk them damaging the mothership, because repairs consume lots of raw material and energy. If you run too low on either of these, the game automatically self-destructs and you have to start at the beginning again.

Collecting raw materials is a good idea, but it can be a better plan to create them in the Starlight laboratory, where you can discover new compounds. Mixing these is simple in theory, but beware that you can blow up your lab if you create a particularly explosive cocktail of components – uranium and plutonium should be left in the test tubes.

### Industrial war

Producing new machines creates less obvious problems You start off with three designs of fighter, blue, black and red. But actually getting them involves more than clicking on the relevant icon because you must have all the correct components first, which means you have to make the components before you can even think about working on your fighters.

At the start of the game, you can only build one unarmed fighter, and it takes time before you can upgrade to one that's armed.




Making the machines is easy enough if you have the all the right raw materials.

You can send the unarmed fighter asteroid mining, and when it comes back, you can build more. There's a fine line between getting what you need and trying to achieve the impossible – crossing that line means you've lost.

But what makes the game more than a management simulation are the encounters. Every so often, you come across an alien ship, planet or depot. You don't have to attack on sight – talking first is a good idea, but combat is inevitable with some of them.

The 3D space combat is truly terrible. The fighters go left and right easily enough, but pitching up and down is particularly slow and jerky. This element of the game doesn't work too well, but even if it did it wouldn't add a great deal to the gameplay.

### Thumbs down

Well, that's it as far as the game goes, now on to the real gripes. The game comes on two disks, and insists on swapping between the flying sections and the main control menus. OK, you get used to it eventually, but that's no consolation if you have splashed out on a second drive. If you have 1.5Mb of extra memory, then disk swapping should be eliminated, but it wasn't on the A500 or A2000 that I tried it on. That's the trouble with Demonware games – they don't always work consistently on different Amigas.

The very worst thing about this game is the manual. For this sort of point and click game, you do need a decent manual. *Supremacy*, which was a similar game, had a brilliant manual, full of useful tutorials. What you get with *Exodus* is an incredibly thin, wibbly volume, which gives you a rough idea of what you have to do, but leaves incredible gaps as to how you actually do it. A couple of illustrations would be helpful.

I wouldn't pay £29.99 for such a poorly -packaged (four sheets of A4, and a naff colour poster) and badly put together game, when there are better point-and-click strategy games, and even better 3D space games.

**Pat McDonald**




Repairing your rather complicated engine is far from simple. Makes you wonder if the RAC has an intergalactic section.

**Exodus 3010**
**DMI/Demonware ■ £29.99**

- Frustratingly difficult to start with.
- Sub-standard 3D graphics – not just bad, but the absolute pits.
- Excellent icons and still screens, which make the game easy when you know how.
- Engrossing if and when you get going.
- Swapping the disks will drive you mad.
- A good game, if you're a masochist.

**Amiga Format Verdict 62%**

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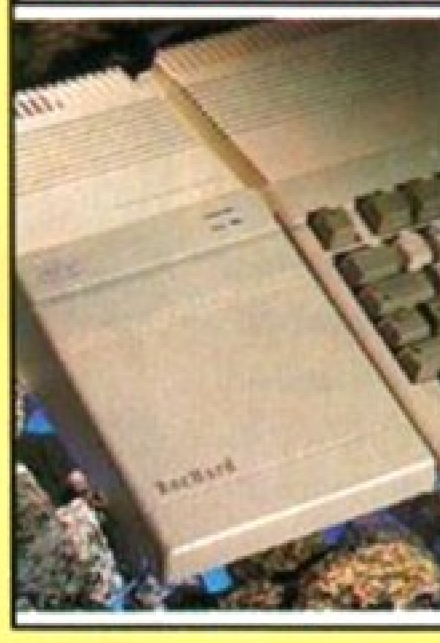
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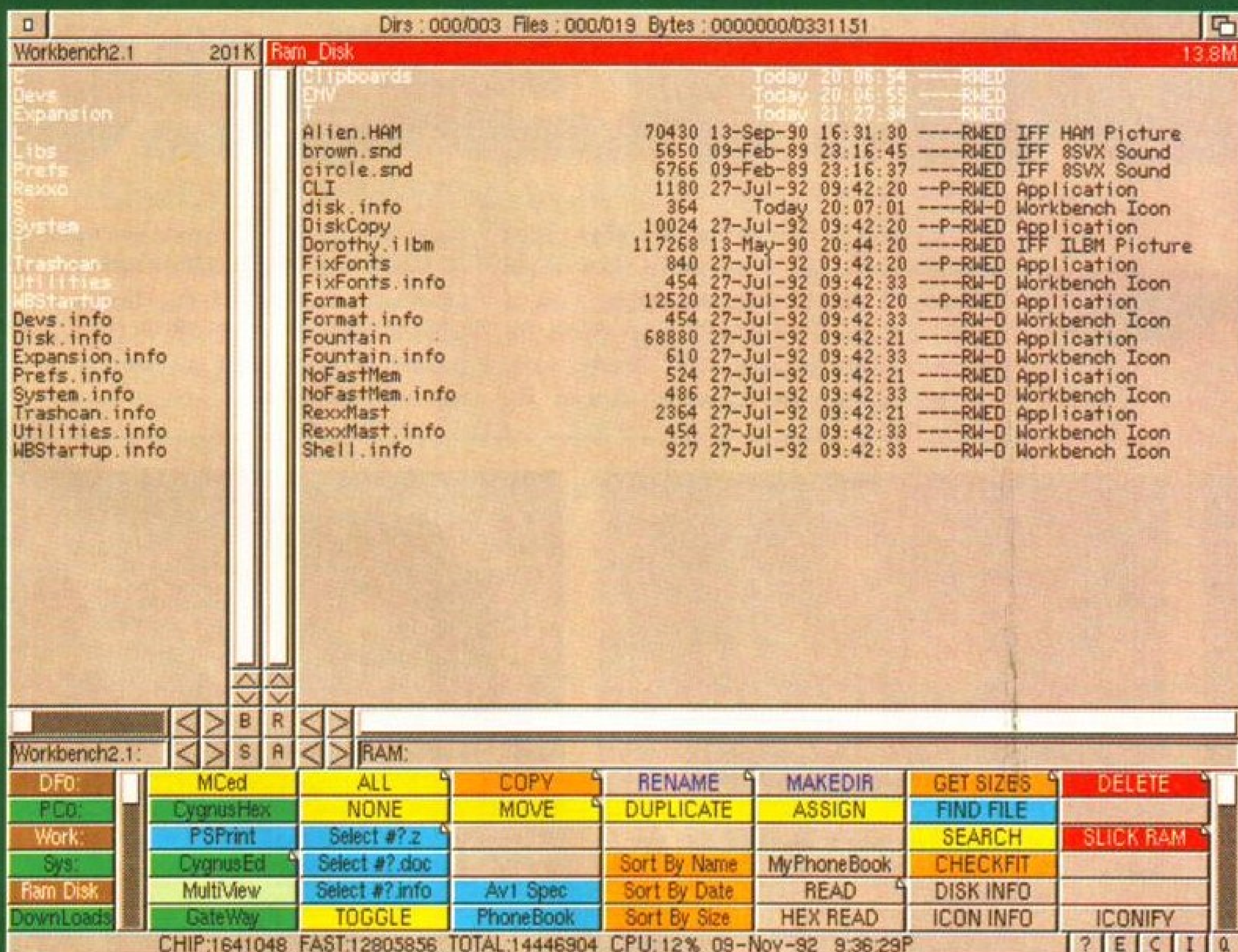
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What an apt name for a game which is both dark and seedy. This tale of time bandits, nether-world nasties and twilight terrors could only have come from the creator of *Alien*, HR Giger...



"My head is killing me." This is very much akin to John Hurt saying: "I've got a pain in my tummy" during that 'stomach scene' in *Alien*. And there are more links to be made here too... whoaoooaoo!

# DarkSeed

This one's really going to get the moaning minnies and the trash-tastic tabloids talking about how 'Nintendo turned my son into a homicidal loony'. Why? Because it's the nearest thing you could have to a software nightmare, a truly weird and disturbing adventure through a crazy, vaguely nauseating world of creatures from another time. For once, the criticisms that are hurled at computer games, about them 'corrupting my five-year-old' or 'giving my nipper sleepless nights', could well turn out to be true, with CyberDream's new *DarkSeed*.

HARD DISK INSTALLABLE

But don't be misled into thinking that this means *DarkSeed* is no good. As it happens, it is good – very good – but it's certainly not for little kids. Even a few young adults may find it all a little bit too spooky, but forewarned is forearmed, as they say.

Underneath the grisly animations of babies turning into corpses and dangly bits of viscera turning into household items, there's a rather intriguing plot to get to grips with. And it's no worse than your average 15-rated horror film, so it's really not that bad.

NEEDS 1 MEG

The plot is centred round a chap called Mike Dawson, who's just moved into an old house on a hill. He's gone there for a bit of peace and quiet, so there are no prizes for guessing what happens next. Pretty soon, strange things start happening around the house and before you know it you (in the form of Mike) are dragged into a twisted tale of creatures from a parallel time. Needless to say, these creatures are not here to party, and the penalty for misguided adventuring on your part is death. And a grisly one at that.







Now you've probably seen the morphing baby from the *MorphPlus* ads. Well now you can try the morphing baby that pukes down your shirt, sucks your eyeballs out and screams at you in tongues. It's what Virginia Bottomley might call a 'mild disorder not worthy of urgent care'. Like yeah, Virg!

## GIGER MEMORIES

It would be difficult to deny HR Giger a place in the great hall of computer fame that already contains such luminaries as Douglas Adams, William Gibson and Philip K Dick.

The difference is that Giger's work, unlike that of the other 'cyberpunks', doesn't use words. Even if you don't know exactly who Giger is, you are bound to have seen at least one of his grim and quite terrifying creations.

The alien (from the now-legendary film of the same name) was of course, Giger's most famous creation, and it brought him real 'household name' status for a while. But most of Giger's work would look quite out of place in all but the most eccentric of households, thanks to his uncanny obsession with the gruesome, half-biological, half-mechanical style that has now become his eerie trademark.

Like most art, beauty is in the eye of the beholder, and with Giger's work, you either love it or hate it. Either way, it's guaranteed to provoke a response, and *DarkSeed* is no exception. The idea for the game came from three devoted Giger fans who had the dedication needed to get in touch with the elusive Swiss artist. They approached Giger with the concept and he agreed to allow them to use his artwork. The only stipulation was that all Giger's graphics had to be digitised in high resolution (interlaced mode) to prevent jagged lines from ruining the effect.

The resulting game is undoubtedly a vehicle for Giger's incredible style, in the same way as many Hollywood films are just platforms for their biggest star. But that doesn't mean *DarkSeed* isn't successful, or that it's totally 'hollow'.

In a way, it's a classic: a real *Blade Runner* of a computer game, if such a thing exists. It's creepy, crawly, and yet it's difficult to leave alone. And it serves to blur even further, that boundary between films, science-fiction, computers and art. Welcome to the twilight zone. (*When's the programmer's cut? – Ed.*)



So you might think this is a Ralph Steadman creation, oh no mate. This is the famous HR Giger in full effect. He's strange, he's Swiss, his artwork takes... the field of sci-fi fantasy to new and weird areas.

## CURSORY GLANCES

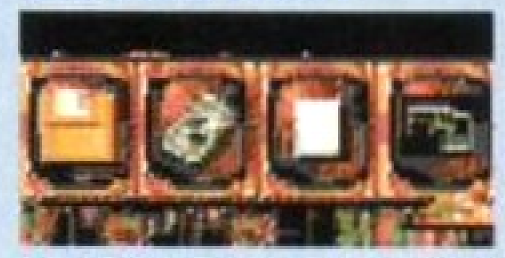
DarkSeed uses a quick and easy control method that takes mere seconds for you to master. Your current action is indicated by the shape that the cursor takes, and you can cycle through the different actions just by clicking the right mouse button.
Here's what you can do:

### ARROW



**Wherever you click on the screen, Mike (the central character) will try to walk, in digitised, smoothly animated style. The cursor changes to four inwardly pointing arrows (and looks much like the picture here, spookily so in fact) if the object under it is a doorway. Clicking on doorways makes the program load a new location, and while this is happening, the cursor changes to an egg timer.**

### THE INVENTORY



**Moving the mouse up to the very top of the screen makes your inventory appear. To begin with there's nothing there, but once you've done a bit of searching, you can begin to fill it up. The items in your inventory can be moved and used with the hand icon, but sometimes their correct uses aren't immediately obvious.**

### HAND



**Once you've discovered an item, you'll probably want to use it. Clicking on the right button a third time changes the cursor to the manipulate mode. This mode lets you pick up objects and automatically places them in your inventory at the top of the screen. Later on, you can use this mode to reuse the objects you picked up earlier.**

### QUESTION MARK



**By clicking on the right button once you are taken to the 'look' mode. As you move the question mark around the screen, you will find that it occasionally turns into an exclamation mark. This simply means that you've found an item which may be of use to you. Clicking on the left button gets a description of it.**

### THE DISK

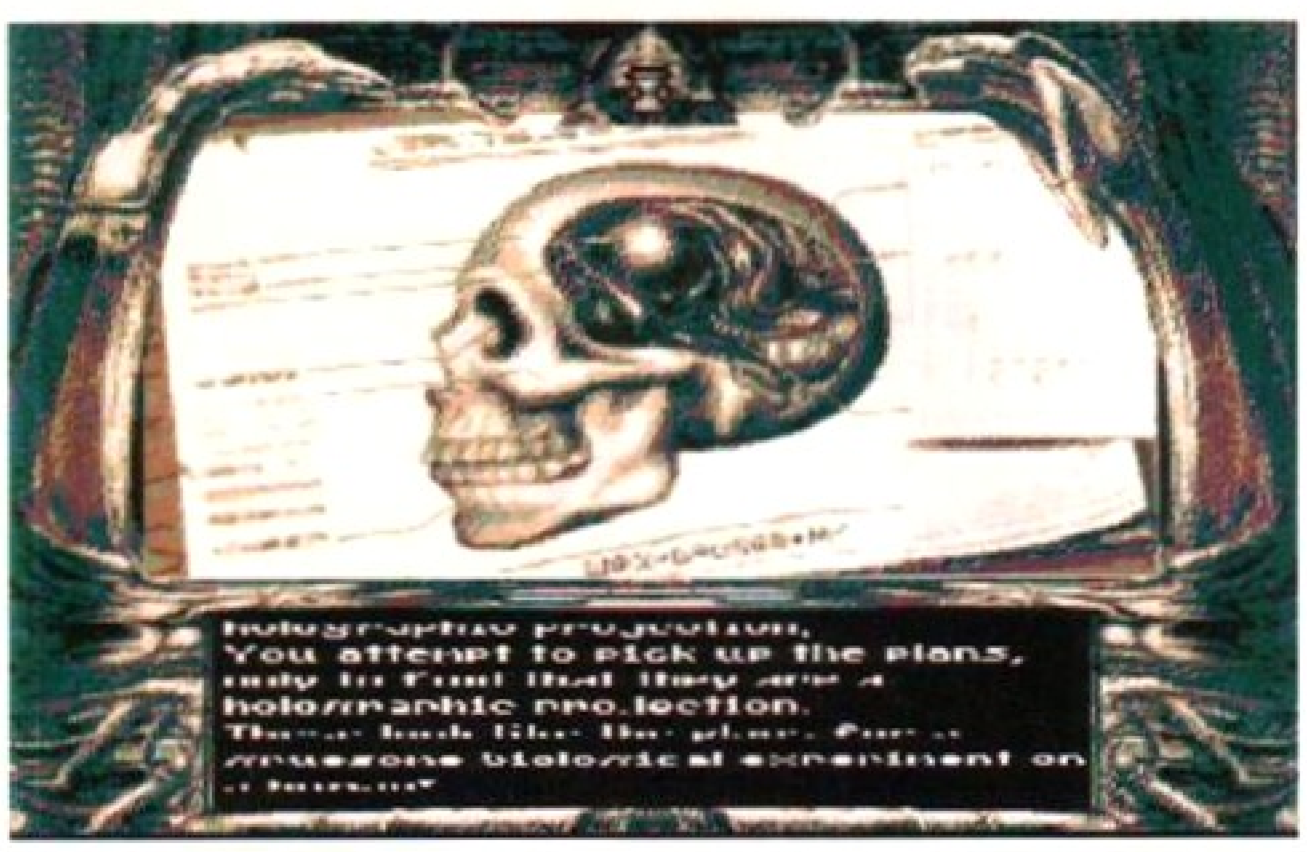


**In the corner of the inventory is the game options icon. Clicking on this takes you to a different screen that enables you to save, load and restart games.**

***DarkSeed* is a very big game and it can also be a very confusing and very odd game, so the chances are that you'll be using this icon a fair bit.**



**This is Mike Dawson. He's been digitised. He's had an alien foetus implanted in his brain, and an 1986 haircut, short-sides-long-back. Yeech!**



**This is Mike's brain indulging in a bit of one-way symbiosis with the alien foetus. As you can see, the brain has rebelled against Mike's haircut.**

*DarkSeed* will be considered by many 'normal' people as the work of a deranged mind. With HR Giger lending a large hand in the graphics department, you'd find it difficult to argue the case against this deduction. He's not exactly known for his scenic landscapes and beautiful portraits, and CyberDreams have taken the best (or worst, depending on your point of view) of Giger's work and used it to incredible effect here.

The game is filled from top to bottom with Gigerisms, as well as more normal graphics depicting the human world. The whole game has a dark, unsettling atmosphere about it.

**" The adventure system is fine, the controls perfect and the graphics superb "**

The controls are very similar to other adventure games, like Sierra's *Leisure Suit Larry* and to some extent Lucasfilm's *Indiana Jones*. You guide your character around using a mouse-controlled pointer, and instruct him to pick up and use objects as you see fit. In this respect, *DarkSeed* is fine – intuitive, easy to control and mastered in seconds. But where *DarkSeed* falls down most is in the nature of its story telling.

The plot itself is fine – and I've already given enough of that away – the problem lies in how you discover it. Too many things in the game need to be done within a specific time, or in a certain order, and you don't necessarily know when you've passed that 'critical point' after which you're fighting a lost cause. As a result, you often have to play the game several times over, going through scenes you've seen countless times before.

But that's *DarkSeed*'s only real problem. The adventure system is fine, the controls are perfect and the graphics superb. There's even an attempt to make it more like an interactive movie; the characters you meet talk in sampled speech, as well as in displayed text, a technique which, although not perfect, still works pretty well.

If you're one of the older, Ridley Scott generation (and if you don't know who he is, you aren't one), then you'll want to rush out and buy *DarkSeed*. My advice is 'do it'. But if you're a young under-fifteener, then you might do well to (a) keep *DarkSeed* away from your impressionable parents and (b) make sure you can handle a few sleepless nights, because it's a bit of a nightmare-maker. And don't let *The Sun* find out about this one, or we'll have a government inquiry on games before you know it.

**Neil Jackson**

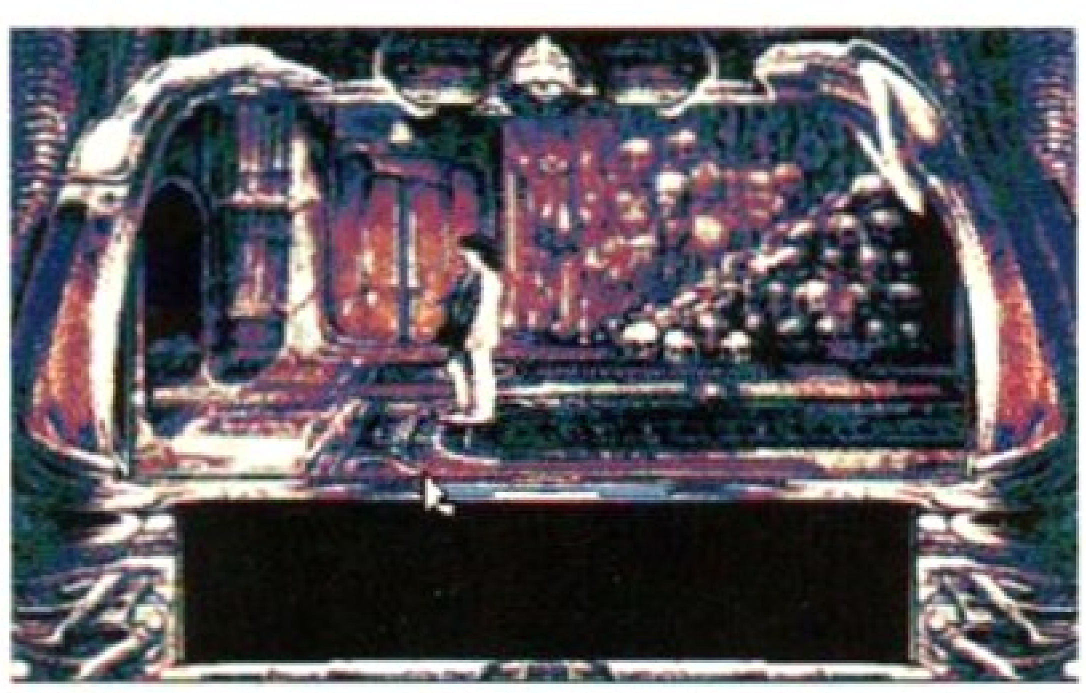
### DarkSeed
### CyberDreams ■ £34.95

- Stunningly spooky interlace graphics, all in typical Giger style.
- A strange and involved plot, but one that's a bit difficult to follow.
- Only as strong as its weakest element – in this case, the gameplay.
- Confusing, but often enthralling. Worth it for the experience.
- Not for the faint-hearted.

AMIGA FORMAT Verdict **72%**



**Doom, gloom, dark greens, strange eyeball signs hanging from the de-draped ceiling. This is the real world for Mike.**



**And this is the world of Giger (pronounced as Swiss gent with an airbrush and skull problem). Atmosphere ahoy!**

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There's a twist to the Iceland level. Instead of collecting gems, you enter a 3D-scrolling, shoot-em-up sub-game with Gouraud shading. No sorry, I'm lying, actually you jump around and collect gems, just for a change.

# Tearaway Thomas

All Amiga programmers want to write a *Sonic* beater at the moment. Gremlin managed it with *Zool*, and now Global Software have gone for a rather shameless attempt at emulating the hedgehog in blue with Tearaway Thomas; an unspecified creature from outer space. To be frank, Thomas wants to be Sonic. He's probably gone to Sonic classes. You can imagine him as a kid: "Mum! Mum! Can I be Sonic? Please can I?" "No! Go away and jump about a bit, you little... er... whatever you are. And stop using that blue paint, you'll poison yourself."

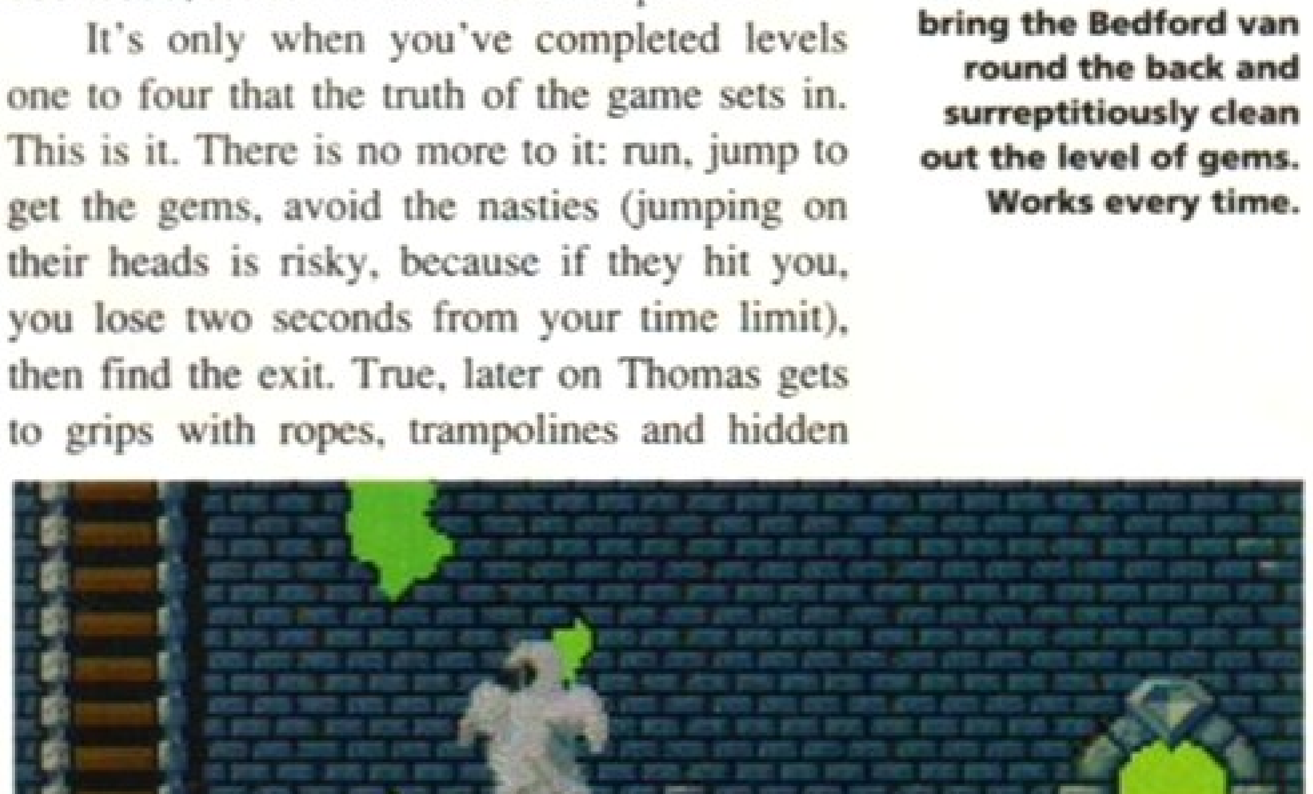
### I wanna be a youth icon

But let's be optimistic. Let's approach the game with an open mind. First, the plot: hmmm... ho ho ho, very slightly amusing, full of anagrams of Mario, Sonic and other Sega-related icons. Unfortunately it never points out just what Thomas is, aside from a tearaway.

Right, straight to the action. Fifty worlds, yes... collect some gems and find the exit. Hit the nasties on the head for extra points. Does it kill them? Er, no, apparently not.

So, world one, Woodland. Set in a wood, appropriately, so there are lots of bears and birds. The first thing to hit you is the speed of the scrolling – it's pretty nifty. Coupled with the simple controls (left, right and a twirling Sonicy jump), it's gratifyingly easy to scream about collecting gems. But to gain speed the programmers have sacrificed panoramic backdrops and twee scenery usually associated with such games – on the first level there's just the odd cloud, lots of trees and a bit of parallax.

It's only when you've completed levels one to four that the truth of the game sets in. This is it. There is no more to it: run, jump to get the gems, avoid the nasties (jumping on their heads is risky, because if they hit you, you lose two seconds from your time limit), then find the exit. True, later on Thomas gets to grips with ropes, trampolines and hidden bonus screens, but these are just diversions . Even in the four other worlds (Toyland, Ghostland, Iceland and Futureworld) your objectives and methods remain the same, it's only the scenery that changes.



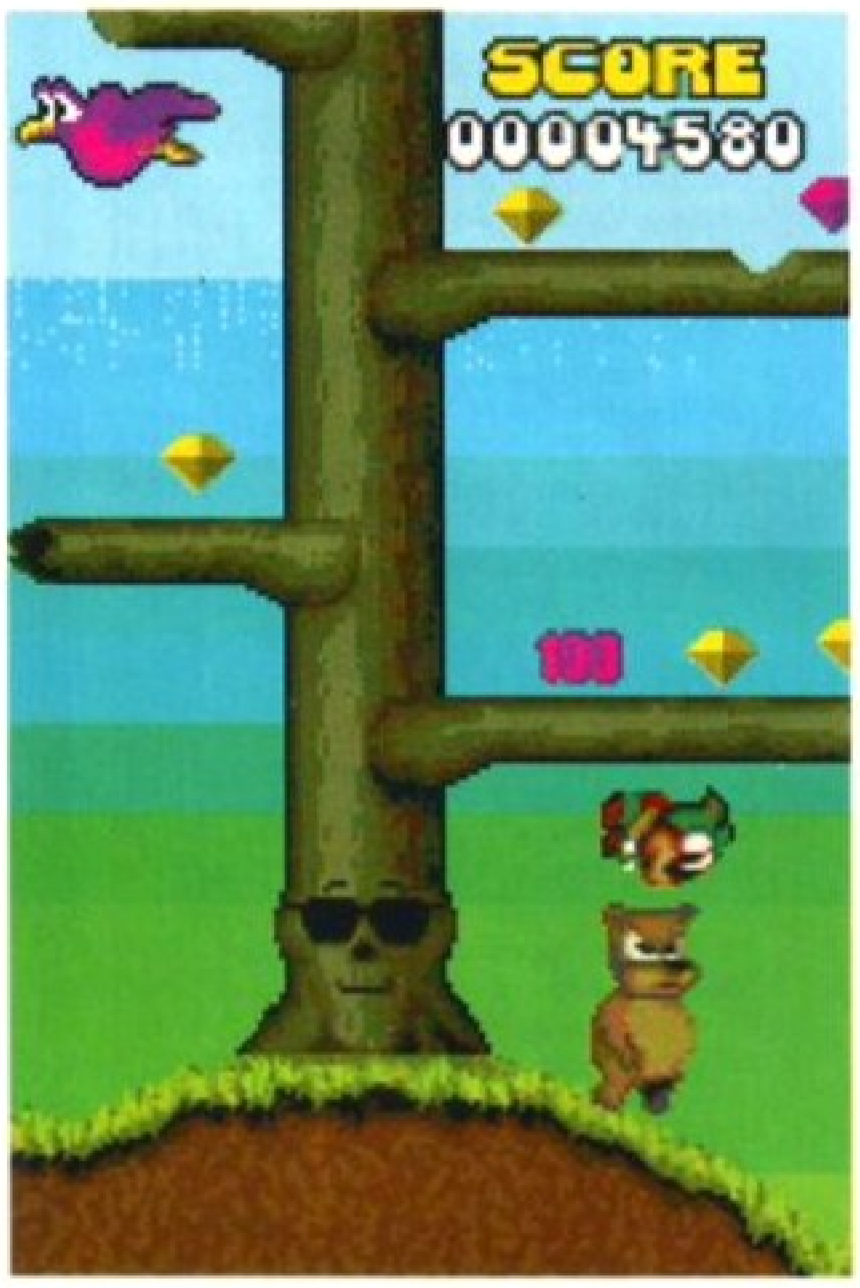
Ghostland, full of well... ghosts. At least the programmers have an excuse when the ghosts flicker wildly – it's scary, innit?

### He's no Zool

It's obvious from the packaging that Global are a low-budget outfit, but they've tried hard to come up with a creditable Sonic alternative for the Amiga. It hasn't come off, because a) *Zool*'s so much better, b) on a standard A500 it's just not fast enough and c) the game's a bit dull. For instance, there are no continues. To complete the game, you would need to play all 50 levels right through with just three lives. Not even the most rabid Sonicophile would have the time or inclination for such a gargantuan task, let alone Mr Average Punter Who Wants To Play Sonic On His Amiga.

The dreaded words 'Look out for *Tearaway Thomas 2*, coming soon' on the packaging means Global's ambitions to see Thomas on T-shirts up and down the land aren't over yet. Which is a pity, because if they turned their hands to more original ideas, games that the Mega Drive couldn't support in a million years, they'd be on to a winner.

**Ed Ricketts**




Thomas distracts the bear-shaped nasty with his hovering gag, while his cohorts bring the Bedford van round the back and surreptitiously clean out the level of gems. Works every time.

**Tearaway Thomas**
**Global Software ■ £19.99**

- Very fast, possibly the fastest scrolling Amiga game yet, but a bit bare.
- Gameplay rapidly becomes very repetitive. If you've collected one gem you've collected them all. At least it's cheap.
- Fifty worlds across five levels add a bit of variety, but...
- ...a lack of continues and lives means it's almost impossible to finish.
- Occasionally looks like a PD game.

**Amiga Format Verdict 64%**

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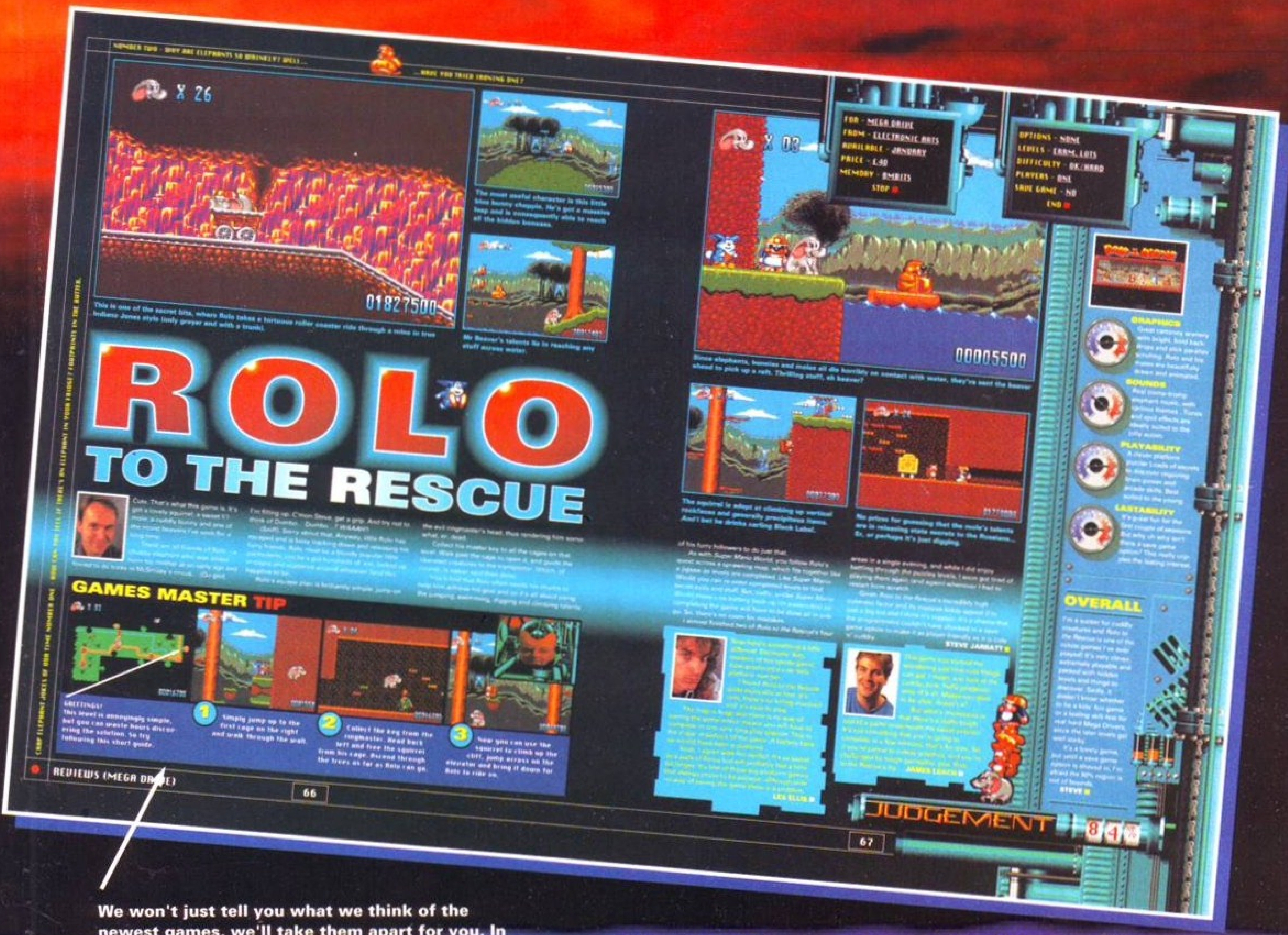
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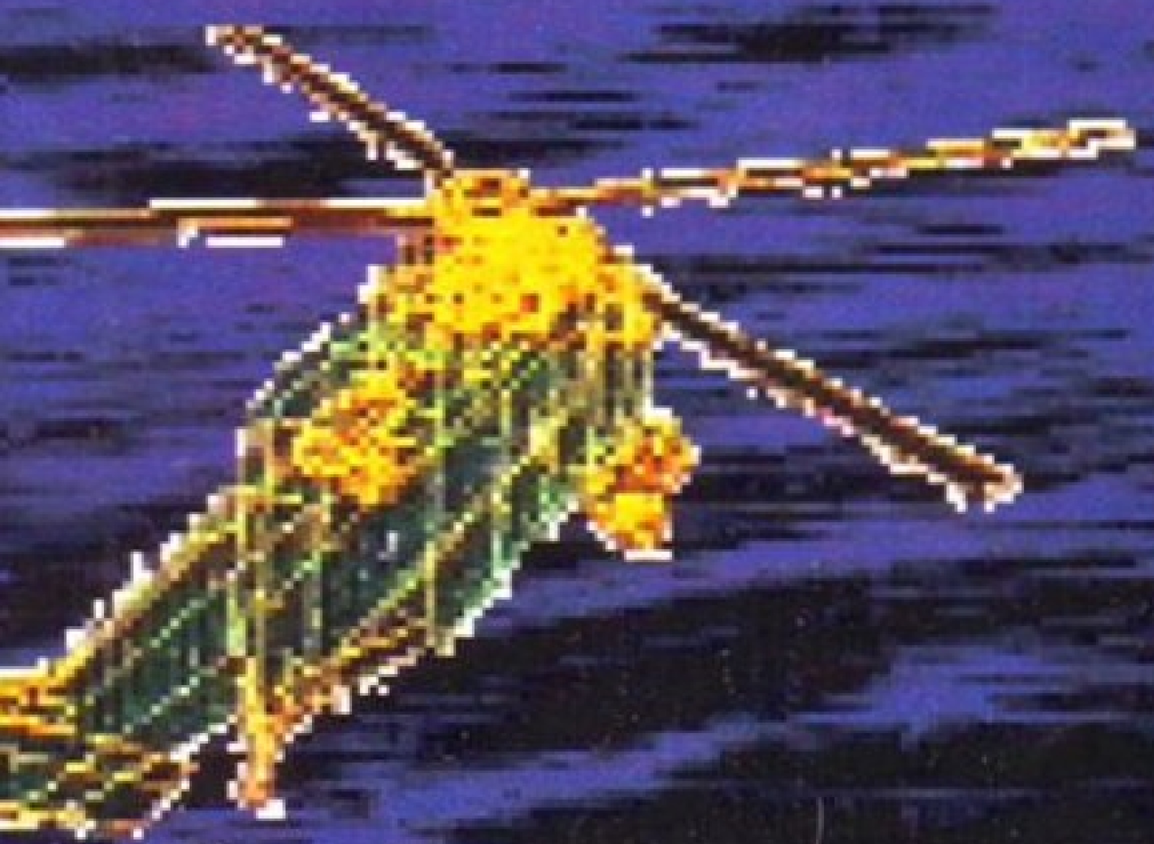

Included with issue two you'll find an immensely pleasant and very high quality 3D feature. There's a poster, complete with several 3D images, and, of course, the glasses to go with them. These glasses also tie in neatly with a forthcoming 3D feature to appear on the GamesMaster TV programme, thus cementing the already strong link between the popular show and the magazine.

It's crazy, it really is. Just look at how much has been crammed into this already over-large magazine. All the news from the entire industry, as well as the best in reviews, previews and of course numerous appearances by that self-styled wizard of the code, the GamesMaster. There's so much going on, it'll make your nose bleed.

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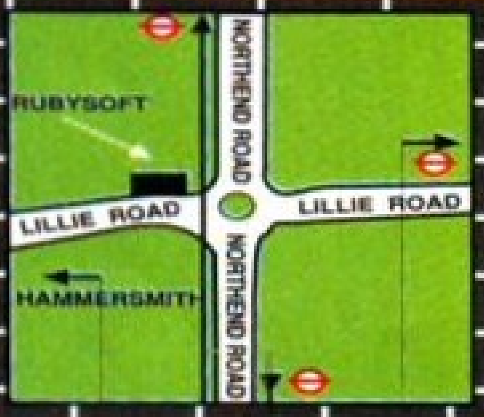
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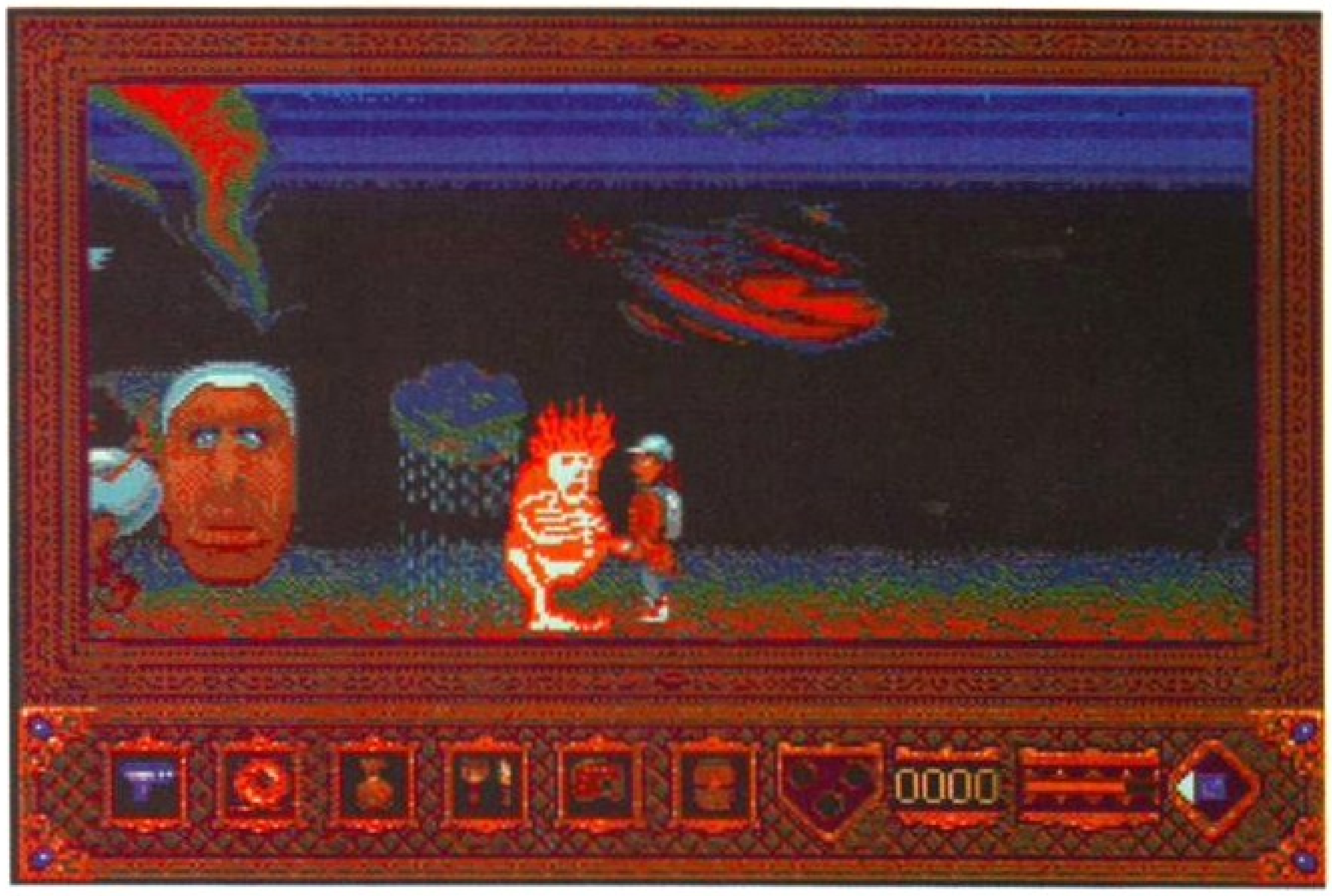
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# Fatal Strokes

Who'd be a struggling artist, eh? Well, for a start, you're struggling – and nobody wants to be that. Secondly, you're an artist – which means that the loathsome, non-creative garbage who make up the majority of the uncultured rabble don't understand your work. You're making these broad, dazzlingly original statements on the passionless, but multi-layered socio-sexual framework of human relations, by throwing some paint on to a canvas in a rather arbitrary fashion. And all people do is stare blankly, shake their heads and say: "It's crap, isn't it?"

Which leads us neatly to the game. Somewhere in the dark, universally misunderstood realms of the programmer's mind, there must have been a point to all of this. He must, at some time, have been visited by a kind of inspirational angel, who informed him that he was destined to write a computer game based upon the exploits of a struggling artist. Foolishly, he bowed to the angel's will... and *Fatal Strokes* was born.



**Phew. Shocking stuff, eh? (We apologise for the poor nature of that last sentence. But at least we avoided some form of *Viz*-style, fnarr-esque wordplay on the title of the game.)**

## Manic depression

"For weeks", informs the manual, "I had suffered an overwhelming sense of depression that was like a dark, enveloping cloud of despair." Yeah, right. A dark cloud of despair not dissimilar to the one which will soon envelope those Amiga owners who stupidly waste £ 25.99 on this deeply tedious game.

Edwin Saxx, struggling artist, wanders into an art materials shop and is given a set of 'special' paints by a mystical and strangely familiar, wisened old man. He paints three masterpieces in just a few hours and collapses from exhaustion. Then he wakes to find that he's been curiously transported into the domain of the paintings, and an evil sorcerer rules over all three of the picture worlds. He must collect the magic orbs, because they will restore the light to the universe, and banish the darkness into the eternal... oh, God. No. I'm sorry, I can't go on.



**Our hero is a desperately skint artist who flies from place to place in a ludicrously expensive helicopter. It's not exactly Dostoevsky this, is it?**

It really is rather naff. A fairly promising story rapidly descends into the old 'collect the sacred orbs and vanquish the evil one' wibble. Didn't this sort of thing go out with the Spectrum? Oh well, maybe the startlingly original and compelling gameplay will make up for the lack of plot interest. Here goes...

Nope. I'm afraid this really is garbage. The gameplay – using the term loosely – takes the form of a mindbendingly tiresome platform game. The concept of which appears to have been publicly humiliated, tortured, mutilated and force-fed some bizarre, angular, badly drawn, tragically flickering graphics – before being convinced, in a moment of particularly hysterical drunken insincerity, that it is OK, it is loveable, playable even.

This is, quite honestly, the kind of game that Spectrum owners would have gladly paid £9.99 for in 1985. Just. None of the ill-conceived sub-games, or half-hearted attempts at gameplay quirks can save it. It looks like Ceefax on an off-day, plays like a dead puppy and is as appealing as superglueing yourself to the sofa, in front of videotapes of *You've Been Framed*, and between hearty swigs of Domestos, screaming the word 'noodles' every time Jeremy Beadle grins.

## It's a fatality

Look – I tried. I really did try. Honest. I played it solidly for a whole evening – with the benefit of an energy-bar cheat and all the sub-game codes. I picked up all the power-ups, tried the turps gun, attempted to make sense of the map screens and defeated end-of-level guardians. I came up with the conclusion, though, that should you have actually paid for this piece of junk, you'd surely expect to be *entertained* to some degree – without having to grit your teeth and hope it gets good soon.

It's a shame though, because ICE seem to be a reasonably capable software house, with their previous release *Fireforce*, and their up-and-coming RPG game *Abandoned Places 2*. Despite the occasional flashes of mild interest, however, *Fatal Strokes* is unplayable, unexciting and very, very ugly. State-of-the-art. Such a shame the art is actually basket weaving.

**Andy Lowe**

### SUBNORMAL SUBDIVISIONS

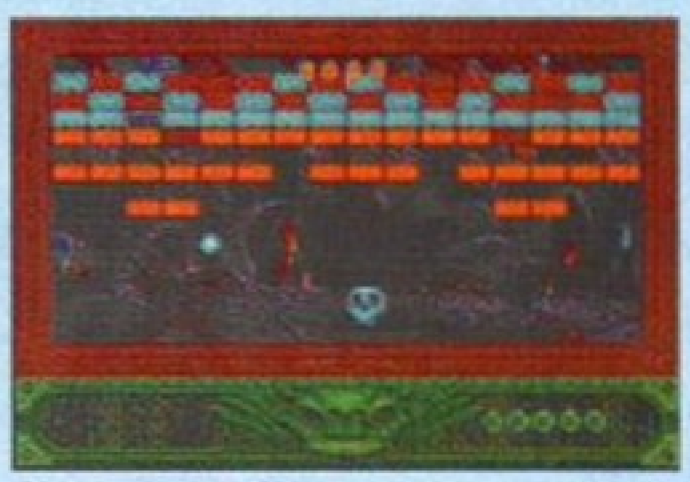
Another downright awful aspect to Fatal Strokes is the stupefyingly unimaginative sub-games – the concepts behind which are nothing short of, well, familiar.



**Yep, it's a trip down to memory arcade, with a game not dissimilar to *Space Invaders*. Of a sort. Move left and right. Press the fire-button at appropriate intervals. Become interminably bored.**



**A bit strange, this one. You have to jump and keep the balls in the air. Oh, you also have to avoid the two floating guardian thingies. Not particularly exciting, really. Nothing different there then.**



**This is more like it. You move the skull left and right and bounce the ball on to the bricks. When you've bashed away at all the bricks, you've completed it. The snag is you have to stay awake.**

### Fatal Strokes
**ICE ■ £25.99**

- Dull and painfully derivative.
- Unresponsive and awkward controls.
- Horrifyingly low fun element. A damned chore to get through.
- Laughably naff and sloppy graphics.

**Amiga Format Verdict 17%**

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# AMIGA POWER

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# Trolls



Remember when no exam hall was complete without the sight of desks full of ugly – masquerading as cute – little creatures, with button eyes and a vibrant tuft of hair, who went by the name of trolls? Well, they're currently enjoying a revival, along with Abba and *Thunderbirds*.

In this game of the name, the idea is to dodge enemies in various guises while collecting a required number of baby trolls. Once you've found them, you must then find the pig stop where Pigasus, the mythical flying pig, will take you to the start of the next level. It's derivative of other platform games – but hell, if it's good, who cares?




Dear Mum, having a lovely time here at Slimmer's World. The aversion therapy is going well, but I keep dreaming of a chocolate rabbit and an ugly thing with purple hair. But only another four stone to go before they let me out. Love, Fat Boy.

### Seven wonderful worlds

There are seven worlds, each with several levels. Each one must be completed to finish the game, but you can choose which order you play them in.

As you travel around there are various collectables – bonus points which can be picked up to increase your score, and balloons which burst on contact showering stars and prizes everywhere. You must collect these prizes before they fade. Some are merely bonus points, others are life-restoring hearts, and some have special properties which will enhance or degrade the power of your troll.

Some balloons contain letters, which can be collected to spell either 'bogus' or 'bonus', giving you access to one of two extra levels at the end of each world. Both of these levels contain loads of bonuses which may be picked up to boost your score, but failure to complete the bogus level will cause you to lose a life. If you see a white rabbit, grab it for a bonus continue.




You'd shut your eyes too, if you were on the back of a flying pig.

Another important prize is a yo-yo, which will enable you to reach otherwise inaccessible platforms by swinging Tarzan-like about the screen. Firstly, though, you have to attach the yo-yo to a bit of the scenery. Problem is, there isn't really an area to aim for when firing it, so whether the yo-yo sticks or not seems to be totally random. You'll need a lot of patience otherwise you'll end up throwing your real-life trolls at the screen en masse.

While we're having a bit of a gripe, the protection sequence is another bugbear. It's one of the usual 'enter the nth word, on the nth line, on the nth page' types, but what's particularly infuriating is sometimes you are asked for a word which doesn't exist. After you've shelled out over 20 quid for the game, you should be able to get in first time.






### Absolutely fabulous

The gameplay is excellent, with outstanding graphics to make you want to come back for more. A lot of time has been spent on the wide range of enemies for each level, all of which attack in different ways. The graphics are so good, in fact, they can sometimes be distracting, so there is a tendency to be killed while you're marvelling at the sheer variety of enemies. It's an absolutely fabulous game, which considering Flair's other offering on Page 87 (*Euro Soccer*) is remarkable.

OK, it's very similar to *Zool* and *James Pond*, but everyone should have the chance to be a hero, even if you're an ugly with day-glo 'can't do anything with it' hair. Play on.

**Sarah Tanser**

### A FEW POINTERS FOR CHERRYSODA LAND




**Trolls**
**Flair ■ £25.99**

- There are loads of games in this genre, but the imagination used in the worlds and for the different enemies is outstanding.
- Sound effects are great, especially the sound the elephant makes when he jumps.
- Very playable, although using the yo-yo is a real pain.
- Has none of the annoying disk swaps that plague certain other platform games.

**Verdict 80%**

# Euro Soccer

Flair Software ■ £25.99



**They seem to have the likeness of Vinnie Jones down to a tee. Pity that every player, in every one of the teams, looks like Vinnie.**

**MANAGER:** OK team, I want you to go out on to the pitch today, and give it your best shot. This time, I want you to run like realistic footballers, instead of flickering and wobbling around like you did against Spartak Rotterdam in the last game.
**PLAYER 1:** But guv, we have to run like that, it's the way we've been programmed.
**PLAYER 2:** Yeah, and seeing as you're only paying us £25.99, I think you've got a nerve asking for realism.
**MANAGER:** I'll have you know that £25.99's the going rate nowadays. Those Sensible players are paid the same amount, and look at the way they play.
**PLAYER 1:** Yeah, but they've got a decent pitch. They don't have to hang around for the scrolling to catch up with the ball – and anyway, we play a rougher game.
**PLAYER 2:** He's right, guv. The ball just seems to be glued to our opponents' feet – we have to take their legs away from them just to get the ball.
**PLAYER 1:** We do have a reputation to live up to, though. After all, each team in Europe seems to be made up of Vinnie Jones clones – including us. The only way you can tell who's who is by the colour of their kit.
**PLAYER 3:** Anyway, the gameplay's immaterial – at least we look good. We're drawn in realistic 3D, not like those Sensible guys who are stuck in their two-dimensional world.
**MANAGER:** That's just where you're wrong, Player 3. Gameplay comes first, and pretty 3D graphics should be an added bonus, not the other way around. The Amiga doesn't need another 3D footy game – they're just too ambitious – so I'm afraid we're being relegated to the lowest division.
**PLAYERS 1, 2 & 3:** But guv, we're...
**MANAGER:** *Amiga Format* thinks it'll be best for all of us.
**PLAYERS 1, 2 & 3:** But...
**MANAGER:** Sorry lads, but that's football. I'm as sick as a parrot.

**Andy Nuttall** AF

**Verdict 45%**




**Good-looking cartoon graphics such as this decorate the screens in-between matches – but they're let down by the miserable gameplay.**

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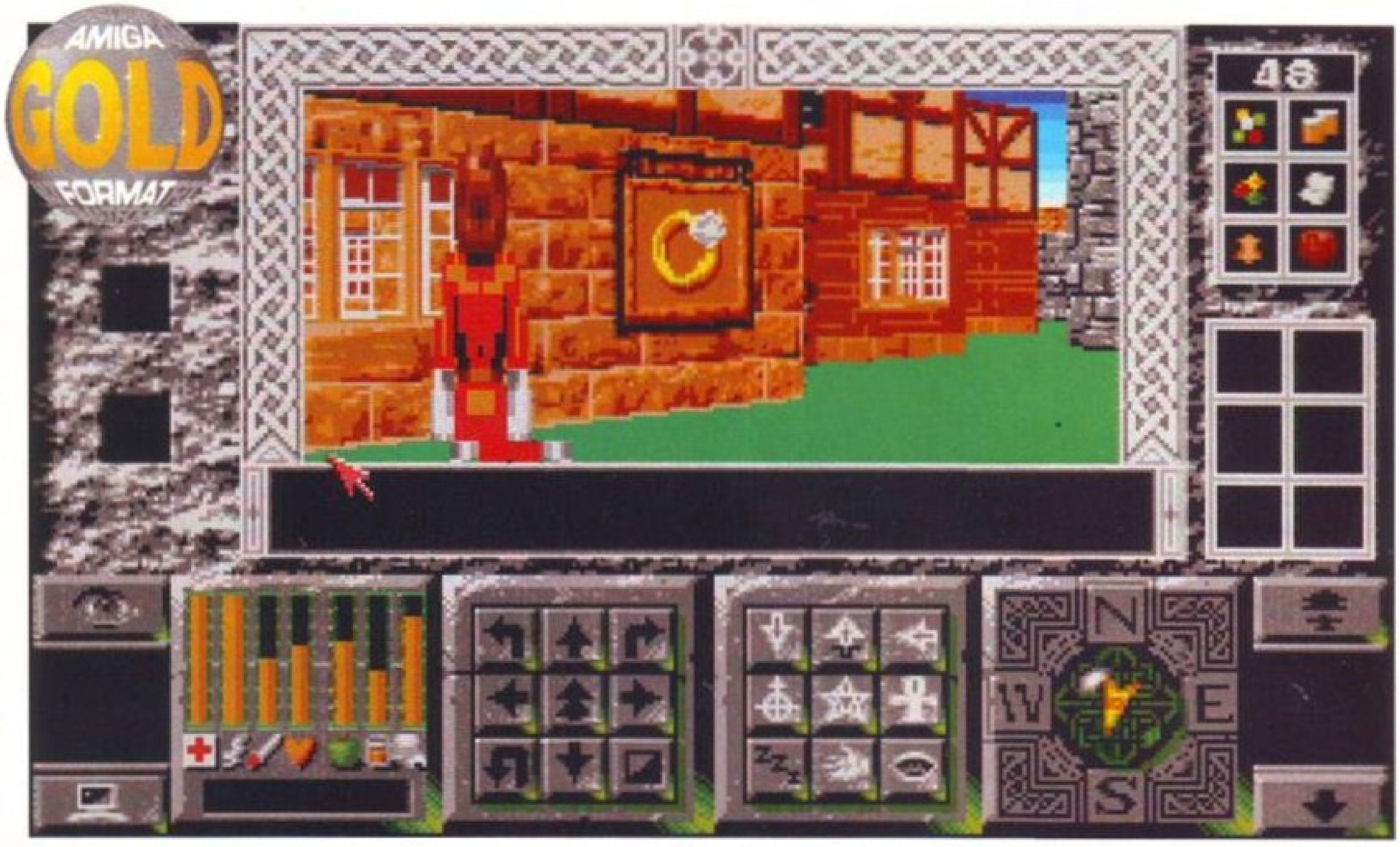
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Take a trip to the weird and wonderful world of Mittledorf; a town full of villains, dodgy landladies, pigmen and the lovely Dunghead and Lionel – and these are just your friends! Read on, oh valiant one...



Come to sunny Mittledorf, where the guards are fascists, the beer is fatal and the fair maidens turn their back on you unless you nip into the jewellers and buy them a suitably expensive ring.

# Legends of Valour

What we have here isn't so much a game as a visit. The town of Mittledorf is a thriving little metropolis with a weird and wonderful bunch of citizens. In order to survive for longer than an evening, you need to become familiar with the workings of the society and its people.

On the face of it the game looks like a cross between a Dungeons & Dragons game and a graphic adventure. There are set tasks which you need to complete in order to rise up through society; how far you go is up to you. Similarly, you can ignore some of the quests and spend time getting to know the people and places. It's one hell of a flexible environment. Anyway, come with me now to a valiant land...

### Satyr's Day, 14 Juine

Dear Diary,

I'm finally here! I arrived in Mittledorf this bright and breezy Satyr's Day. Upon being dropped off by Stinky the Pigman, I bade farewell to his two lovely sows (Juniper and Penelope) and wandered in through the huge city gate. I was bewildered by the hustle and bustle around me, but once I got my bearings I decided to find somewhere to stay.

After asking a wizzened old hag who was selling potatoes near the gatehouse, I found my way to the Custom House. I wandered up to the main desk and was greeted by a custom's officer called Norris, who offered to buy any used goods from me. Then he pulled his arm out of its sling, got out of his wheelchair, lifted his eye patch and winked at me.

Once we'd sorted out that I didn't want to part with any of my major organs, he directed me towards the notice board. Apart from lots of curious cards saying things like 'Lusty Lorna will peddle your bike (come to the Old Frog Inn)', and 'Mammary Annie will dangle your blues away (visit the Scrott 'n' Stew Pub)', I spotted a message from Sven, my cousin, who I'd come all this way to find.

### Moon Day, 16 Juine

So much has happened since I arrived that I haven't had much chance to sleep, let alone write down my experiences. The town is enormous, and packed to bursting with every kind of enterprise. There are taverns, hostels, shops, guilds, temples and prisons along with very weird places such as The Hag's Pit and Charnal House.



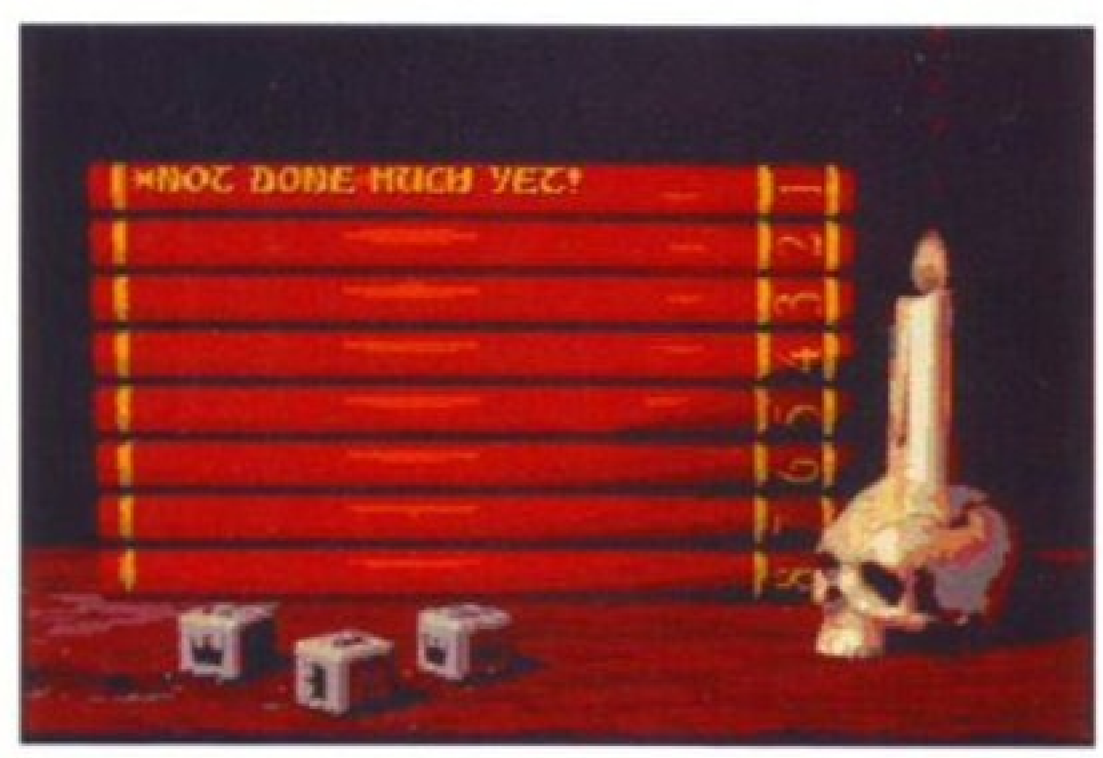
You start off the game in the middle of the city, just outside the town gates. The custom house is on the right.



Not a terribly wise idea that. I mean, hitting an officer of the law is a sure-fire way to end up dead or a werewolf.

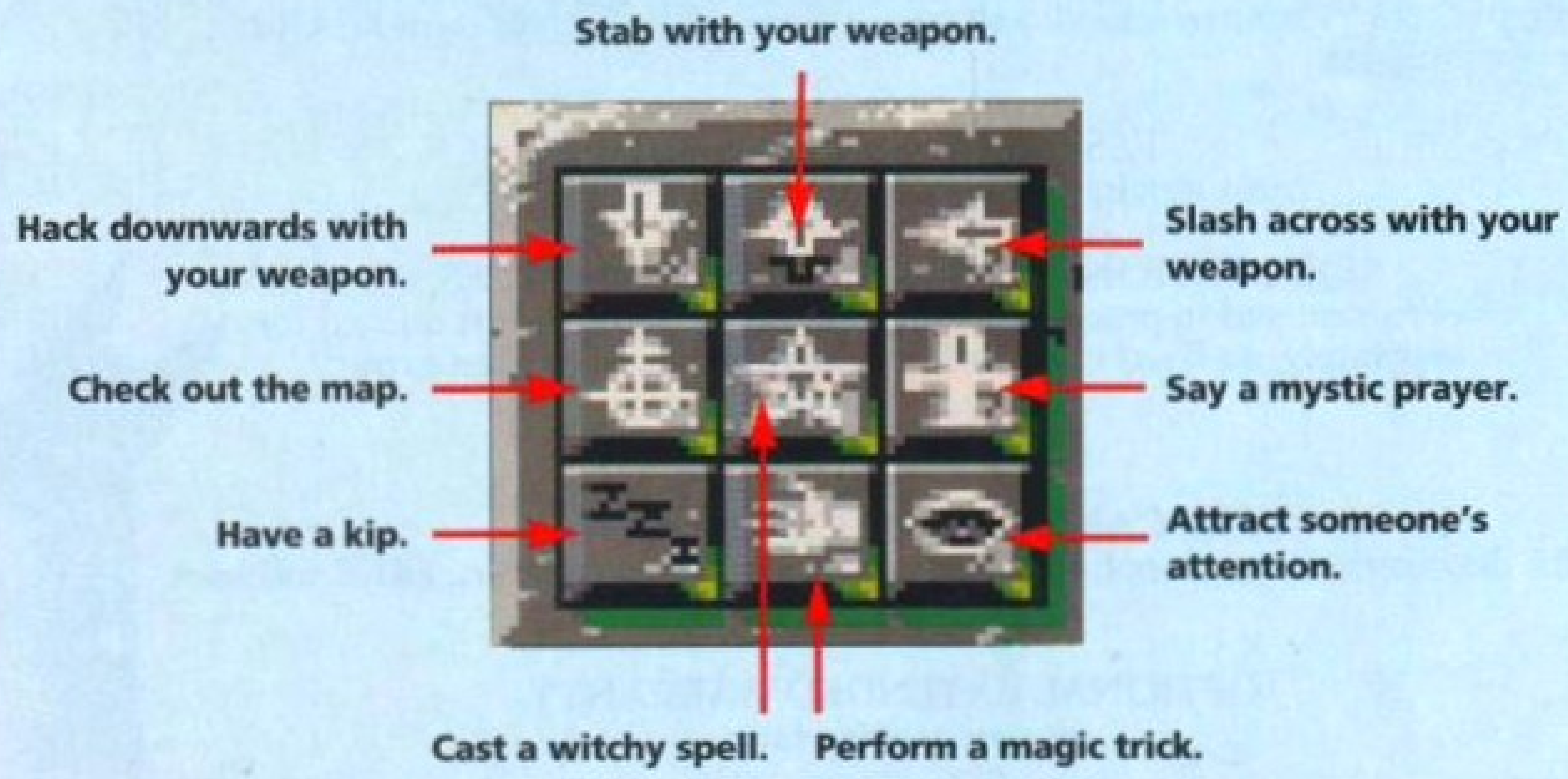



Dodgy landlords are a feature of life in the city. This one has rumbled the fact that you're a student already.




You can have up to eight games on the go at any one time. We strongly advise you to save regularly.

## THE ROUGH GUIDE TO MITTLEDORFIAN WARFARE




Having found my bearings, the first thing I did was find somewhere to sleep. The Travellers Inn hostel seemed a suitable place to rest my bones. The management (a lovely landlady called Loopy Lindy Loo) arranged to have a basket placed in my room, into which I could place all my valuables for safe-keeping. You see, the streets are full of bandits and robbers, and the last thing you want is some villain stealing your last pot of beetroot pigment. Anyway, after having a bit of a kip I decided to go and look for Sven.

My journey was slow because I didn't have a clue where I was going. The map I brought with me only had a few places of interest marked, and the citizens looked at me in the oddest way when I asked them for directions to the Hanged Man pub. One chap called me a "festering lump of cockroach excrement" and hit me. Thankfully those boxing lessons Magnus the Poacher arranged with Sad Ernest came in handy, and I gave the sack-clothed mugger a right royal kicking. And then I robbed him. Well he started it, didn't he! Don't look at me like that, Diary.

### Woden's Day, 12 Julye

You'll be pleased to know that the stain came out, Diary, so there was no need for the 'fish lips and fried toejam' balm which Morgana got off Dumpdoodle. Today is the brotherhood's AGM at the Guild of Thieves and I'm up for promotion from graverobber to thief. My swag bag needs patching up because the Godfather and all the other beggars, pickpockets, graverobbers and thieves will be there. What's more, the money's better, which is just as well as Lindy Loo wants her rent.

Once I'm invested as a thief, I have to nip across town to the Brotherhood of Loki. Apparently, some other guild has been on our patch and we've got to work out a battle plan to teach them a lesson. Thrushbreath reckons that we should steal their divine statue to teach them a lesson, but the Worshipful High Priest reckoned that would only tempt them to nick all our prize petunias again.

### Day of the Sun, 28 Octover

Blimey, what a night. The boys and myself went out on a tavern crawl last night and ended up in The Snakes. Dunghead and Lionel started betting on the cockroaches and before they knew it they were 50 groats up. What

**" Legends of Valour is a cross between a Dungeons & Dragons game and a graphic adventure "**

luck eh? Of course, I'd had a few meads by then and so I had a go myself. Unfortunately I picked the only three-legged cockroach in the race and he limped home in last place.

On the way back from the tavern, nothing much happened: Lionel got jumped by a werewolf, Dunghead got mugged and I ended up in the slammer for vagrancy. All in all it was an ordinary Satyr's Day night out. Anyway, I've got to nip down to the Temple of Set for a spot of worshipping today, besides which, there's this gorgeous hand-maiden of Set who works in the kitchens. Oh, and guess what, I bumped into Sven in the Witches Meadow, apparently he's been working with... *ad infinitum.*




Don't you meet the oddest people? Wander into the right shop and you can meet... ermm... well me actually. I run a lovely shop with a good line in pigments, but don't visit my twin brother's shop across town.







### Resolution

Graphically *Legends of Valour* looks sumptuous. It uses a technique called texture mapping which enables you to walk right up to people or buildings and examine them in detail; you can even look in through windows to see if there's anything interesting inside, or stand inside a building, looking out of the window and watching people strolling about. The actual interface is intuitive and well designed, so that moving around the town and interacting with it is painless.

There are plenty of nice touches, particularly the vein of Pythonesque humour which runs throughout. For instance, in order to attract someone's attention you literally shout 'Hey' at them. If you've met the person before then they'll remember you, which is bad news if you mugged them the last time you met.

DCD have got around the lasting-interest problem by leaving Mittledorf as an open environment which you can dip into as and when you please – the game isn't over once you've found Sven and risen to the top of each of the guilds.

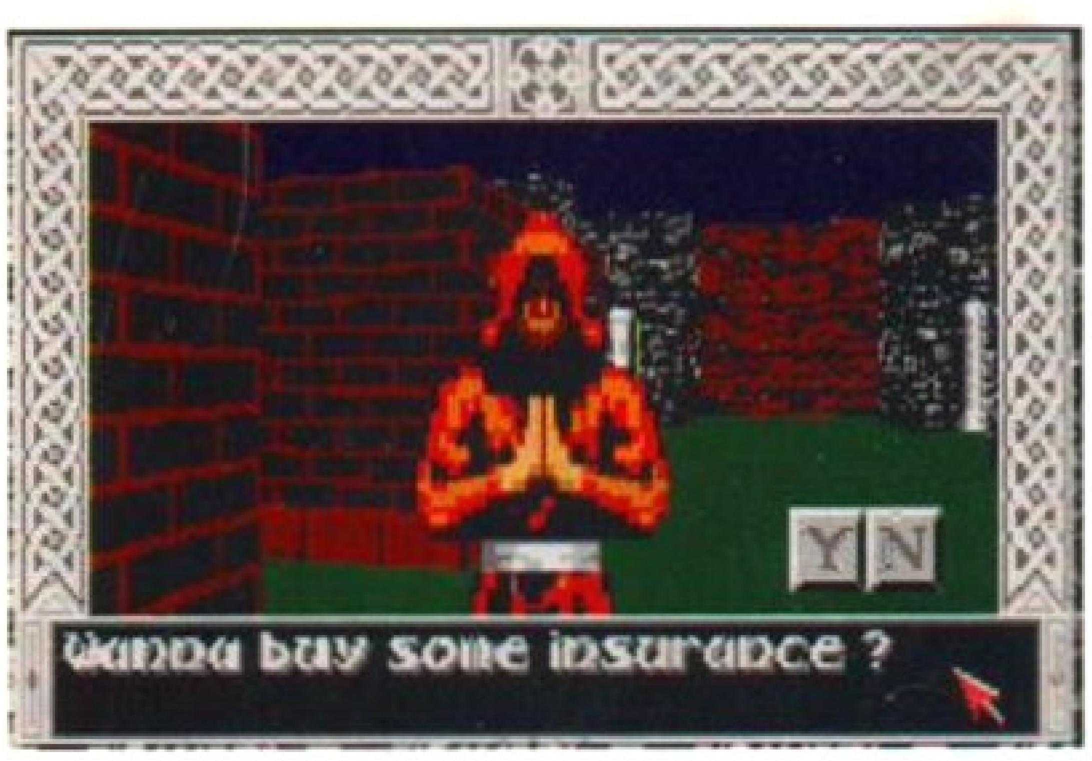
Having said all that, the graphics take up a hell of a lot of processing time, and so while there are ways of speeding things up (such as reducing the screen size), the going does get a bit heavy on an A500. As with most games these days, there's also a lot of disk accessing, so if that kind of thing really grates on you, then either buy a hard drive or forget *Legends of Valour*. All of which would be a bit of a shame, because this is both an innovative and interesting game which has a very wide appeal. Now where did I leave that sexy-looking, sack-cloth tuxedo?

**Andy 'Dungbeetle' Hutchinson**

**Legends of Valour**
**US Gold/DCD ■ £39.99**

- Superb looking game with a really flexible 3D environment.
- Plenty to do and see, even after all the tasks have been completed.
- Utterly stark-staring mad.
- Made in the old Chubb building in Wolverhampton.
- Whole little world unto itself. Cloud cuckooland incarnate.

AMIGA FORMAT GOLD **91%**




This is actually a very wise idea. However, the insurance this guy's flogging is a bit different. It reincarnates you.




If you get bored you can always insult someone. Not the kind of thing you hear at Highbury though is it?




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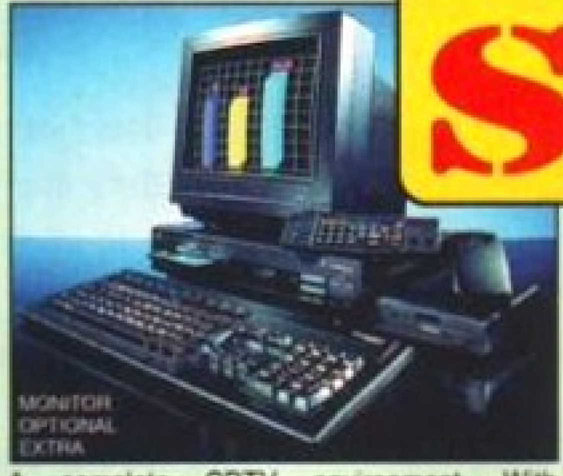
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# Wing Commander

Just another flight-sim or will Wing Commander take you to new heights in gameplay? We take to the skies to find out...




"Scramble, scramble, scramble, we're under attack, bogies coming in at 12 o'clock. All available pilots to the ship's hangers. Would Captain Falcon please report to bay 16."



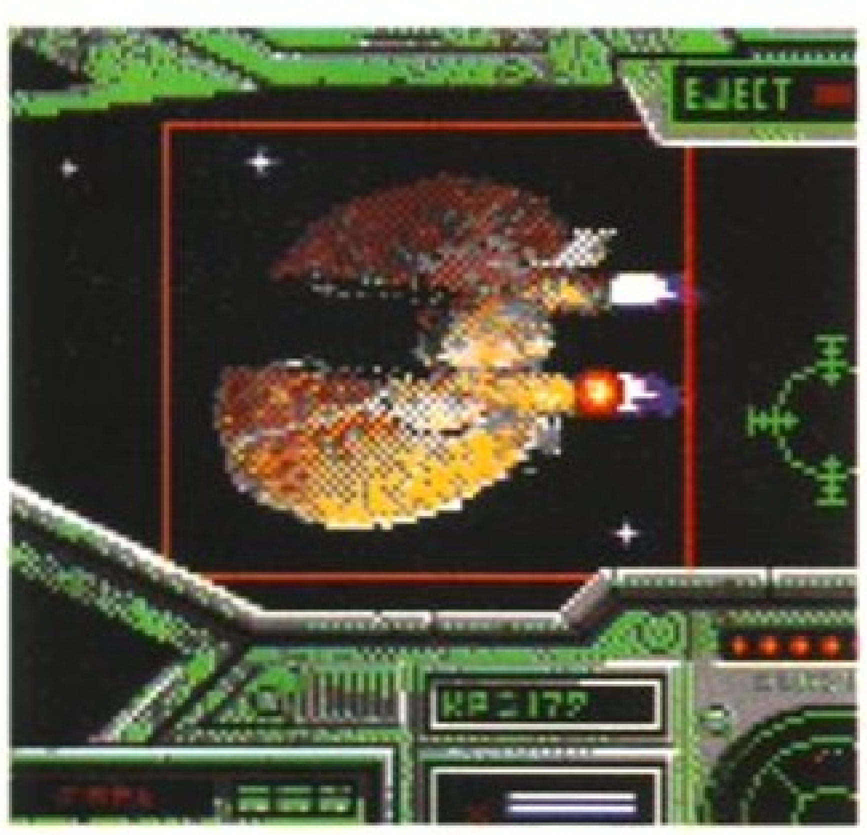

View of your helmet's visor as you're ejected from your craft and you float out to space. But don't eject too often as starfighters are expensive.

*"Glad to see you made it back Falcon. Heard you and Spirit had a bit of a scrap" exclaimed Shotglass the barman, as I entered the room. I replied with a weary smile. Exhausted, I slumped into a chair by the nearest table. It had been a bitch of a day. The Kilrathi had fought hard and fast – my ship had been shot and I had barely made it back. No sooner had I climbed out of the cockpit, than the CO ordered me to his office. 'What now?', I thought. I was expecting a reprimand, instead I received a promotion. Maybe life isn't such a bitch after all."*

W*ing Commander* isn't just a flight simulation. It's an atmospheric, cinematic-type cocktail of shoot-em-up, flight simulation, role-playing and all-round good fun. The whole game has a real *Star Wars* feel to it, you really feel like you're in the middle of an epic blockbuster.

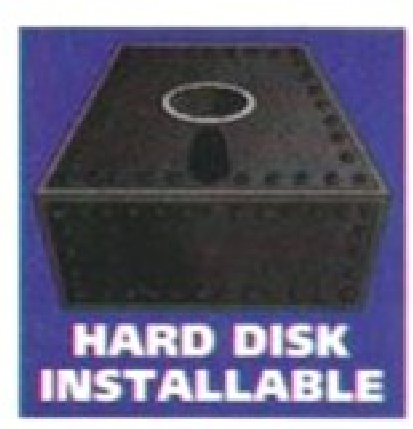
The graphics are smooth and impressive, with an almost adventure cartoon feel to them. The synthesised symphonic sound is awesome and always sets the mood of the scene you're in – from martial-like movements when you're fighting to expectorant tinkering when you're waiting in the CO's office for instructions.

This is a story about man's fight against




This view shows a Kilrathi fighter that has been 'targeted', depicted by the red square.




an alien race of cat-like creatures called the Kilrathi; they are intent on destruction, and it's up to you to stop them. But first you have to assign yourself a name and call sign (mine's Falcon), your character is then created and the real game begins.

One of the first scenes is set in Shotglass' bar, where you meet two other pilots, who provide you with useful information to help you on your forthcoming missions. You then move on to the barracks. You walk into a dimly lit room with walls lined with lockers and medals that you've won in battle. Next to each locker is a bed and by clicking on the head of a bed, you can save your current campaign on to disk. As you do this, a sleeping pilot appears on the bed to signify that it's been saved.

The briefing room sets the next scene and this is where you're presented with your mission. The graphic detail here is simple, but effective, with an audience of silhouetted, seated pilots all listening intently to the CO. The music becomes more intense and you

## A VIEW TO A KILL



Step 1: select a target. The best option is to try to get on its tail. Frontal attacks are suicidal.



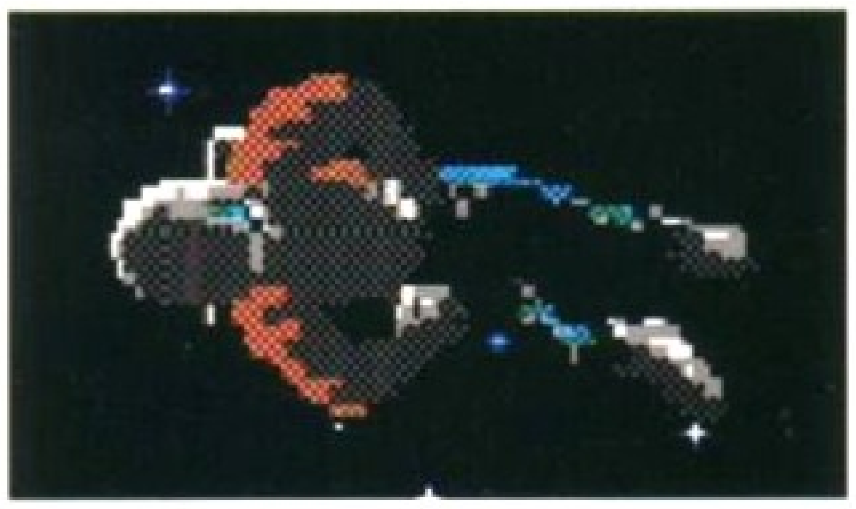
Step 2: select missiles. If you're in the right position a countdown locking sequence will start.



Step 3: "Missile locked, FIRE!" Splash one Kilrathi! The sky is safe once again.



Ejection: time to leave. Your visor lowers and an animated sequence begins ...



...culminating in a view of you slowly floating off into the great abyss.

know it's going to be a dangerous assignment. Before you know it, you're strapped into your new supersonic fighter. And it is at this point that you will realise *Wing Commander* is no ordinary shoot-em-up or flight sim. You don't just simply climb into the plane's cockpit and shoot down loads of spaceships. You and other pilots run towards your aircraft in an atmospheric and beautifully animated scene.

An element of strategy comes into play when you begin to confront the Kilrathi. First you've got to activate your navigation screen and find your first waypoint. Invariably, you will meet the enemy, and engaging in combat with them will set your heart thumping. When a spaceship is targeted, a cross-hair appears on screen and an audible locking sequence commences, and then it's time to fire. As the storyline progresses, the missions you are sent on become harder.

Origin really do excel in producing games with clever and detailed graphics, and *Wing Commander* is no exception. The rendering of the figures and individual scenes appear very real. Ejecting out of your aircraft is especially awe-inspiring – as you are catapulted out of your ship the vastness of space appears before you. Then, you see a close-up of your visor with a 'beacon-on' sign at the top, and reflected in this is the ensuing battle.

**" It's an atmospheric, cinematic-type cocktail of shoot-em-up, flight sim, role playing and all-round good fun "**

The game does seem a bit slow if you're playing on an A600, and if you haven't got a hard drive or separate drive you have to keep swapping between disks, although this shouldn't spoil your enjoyment.

*Wing Commander* is what you could call a shoot-em-up with class. The mood-inspiring music, the clever saving system and the slick animated sequences all add-up to a game that will keep you coming back for more.

**Derek 'Falcon' Davis.**



"Pilot Falcon requesting permission to land" An aerial view of a fighter landing.




Yes you've guessed it, another medal and another promotion, a view of your character.

**Wing Commander**
**Mindscape ■ £25.99**

- Visually impressive – almost a cinematic feel, with great attention to detail.
- The campaign saving option is very handy.
- Good development of narrative makes it interesting throughout.
- More exciting than a rerun of *Top Gun* and *Star Wars* put together.

AMIGA Verdict **83%**

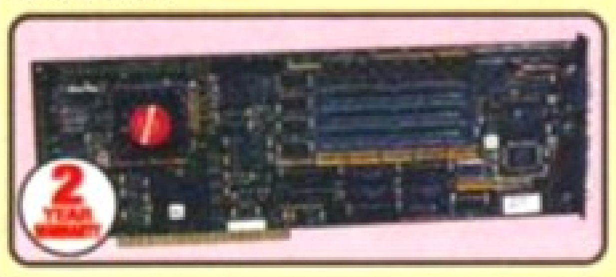
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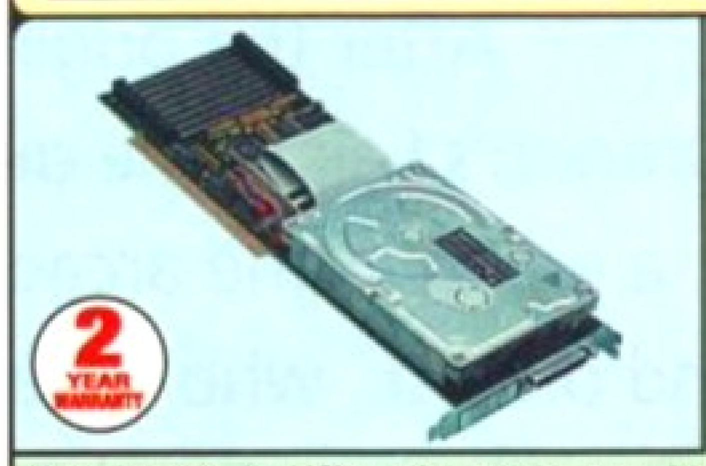
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# Dragon's Lair III

After the original Dragon's Lair game died a death in the arcades and on disk, who'd have thought that Readysoft would ever get the third incarnation on to the Amiga? Believe it or not...

Sit back, relax, and imagine a perfect gaming world. One where graphics, sound and gameplay all come together seamlessly to form the ultimate game. Moreover, the ultimate game is also available for the same price as a compact disc.

Was that as good for you as it was for me? Well I'm sorry, but we were both dreaming. Back in the real world, games can cost upwards of £20, and good gameplay is an exception, rather than the rule.

Makers of *Dragon's Lair III* – ReadySoft – have the knack of creating games which stretch the average Amiga's graphics and sound to its limits. Graphics that make a Disney blockbuster look fairly passé, and a soundtrack which wouldn't look out of place on CD and cassette. But – and it's one hell of a big but – their games lack any decent remnants of gameplay.

So, does *Dragon's Lair III* break the mould? As expected, the graphics and sound are excellent throughout. No qualms there then. The animation is some of the best you will find in a game – bright colours, sharp outlines and very smooth movement. You really couldn't ask for more.

The sound is equally impressive, using samples throughout, and there are ample amounts of speech. But this quality of sound is repeatedly broken up every time that you have to access one of the seven disks! With a single floppy drive gameplay is at its best dull, and at its worst downright irritating.

But I'll just install it on to my hard disk, so it won't be a problem after the first initial loading, I hear you say. Wrong there I'm afraid. Just to make you suffer that little bit more, *Dragon's Lair III* isn't hard disk installable! On top of that, the graphics screens only load one by one when required, although this doesn't utilise any extra memory. Anyway, on with the story...

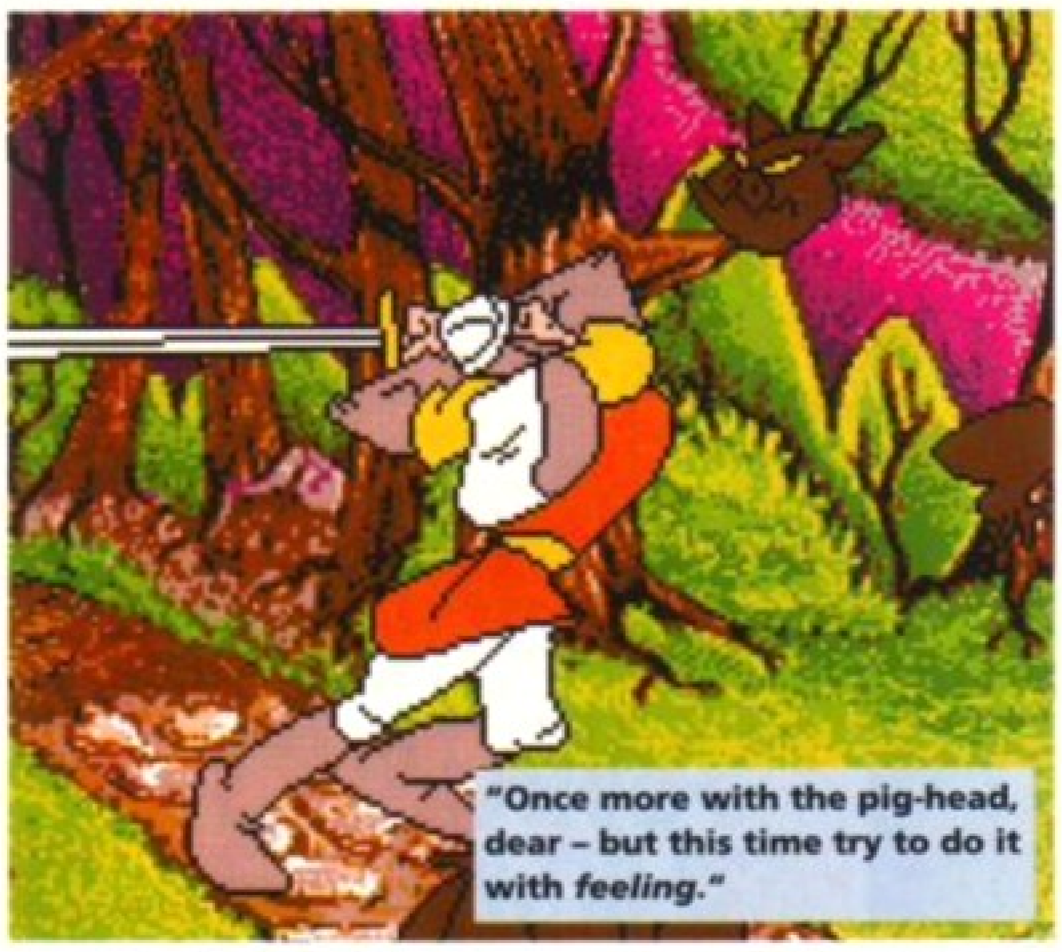


"Help! Help! My chip pan's on fire!" The beautiful busty damsel is most *definitely* in distress. Hang on, check that. By the current state of her boobs, she's nearly out of distress. (Think about it – it's a play on words; you know, a joke.)

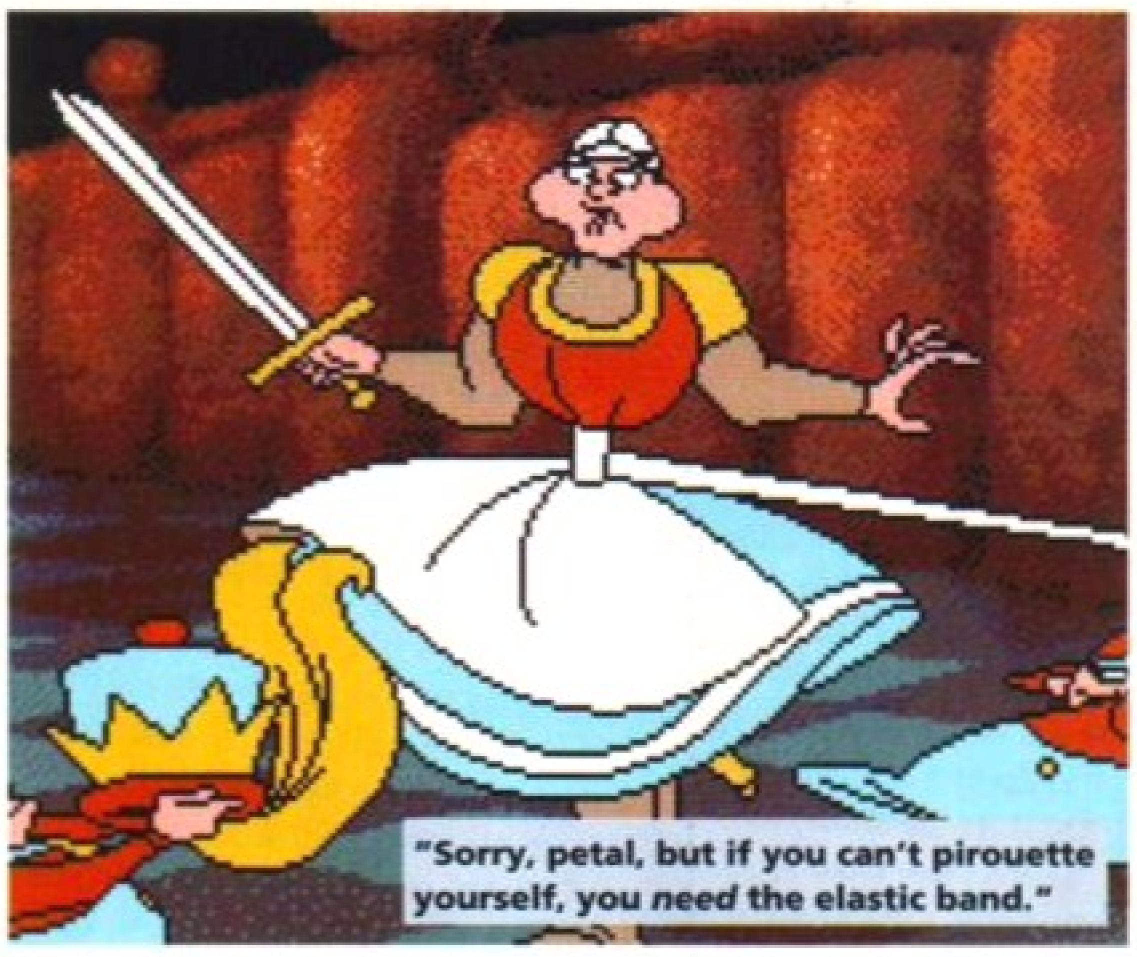
### Impressive or what?

In *Dragon's Lair II*, Dirk the Daring – supreme warrior and all-round nice guy – rescues his girl Daphne from an evil wizard called Mordroc. In doing so he has to drop the nice-guy image and throw a few blinding punches at the old wiz.

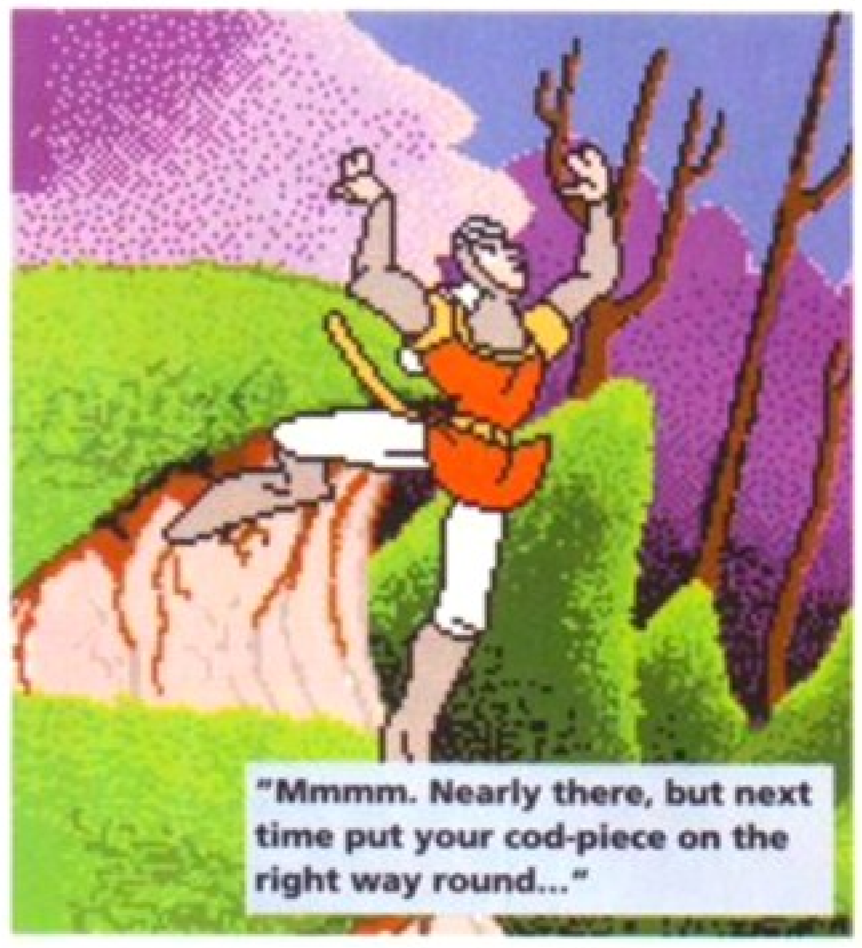
Well, in *Lair III* you play Dirk again and the storyline follows in a similar vein, but this time Dirk's darling Daphne has been abducted by Mordroc's witch sister, Mordread. Dirk, being the kind of man he is, goes to the rescue again, chasing the evil kidnapper through Alice in Wonderland world. To survive, Dirk must face up to fights and terrible tricks being played by all the members of the Mad Hatter's Tea Party, the Queen of Hearts and Tweedle Dee and Tweedle Dum.



"Once more with the pig-head, dear – but this time try to do it with *feeling*."



"Sorry, petal, but if you can't pirouette yourself, you *need* the elastic band."



"Mmmm. Nearly there, but next time put your cod-piece on the right way round…"

Play then continues through several different time zones in which various famous people of the era are featured. Beethoven plays his Ninth Symphony while his vicious pet cat attacks you. Amusing scenes like this are accentuated by the expressions on the characters' faces.

### Playable? Nah!

There is really only one thing that makes or breaks a computer game – and that's playability. Graphics and sound can't get you completely and utterly hooked. If a game doesn't make you want to forget about the rest of your life, then it just doesn't work in my book. All that *Dragon's Lair III* makes you do is long for the refuge of day-time TV – though it is more aesthetically pleasing than Richard and Judy.

The gameplay has the same old problem that dogged the previous versions: you have no direct control over Dirk. That's right – a few seconds of animation, you place Dirk in a potentially lethal situation, and you twitch the joystick in the vague hope that you choose the right direction to move Dirk out of danger. But which way? Left, right, up, down, or even a diagonal, who knows? The whole thing boils down to trial and error.

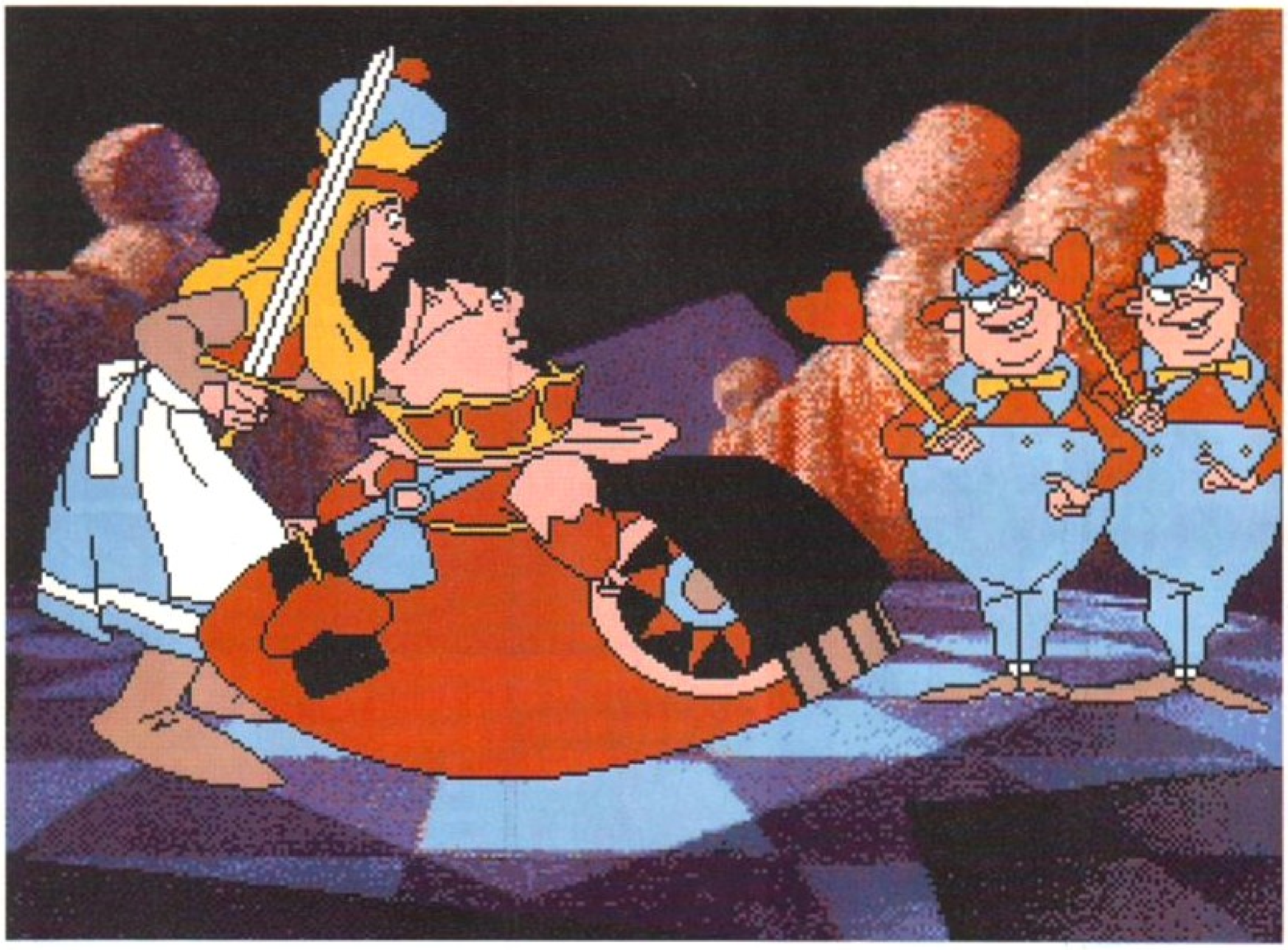
Charging through the scenes soon loses its appeal, and eventually you're stuck in a scene that seems to ignore all logical joystick movements. So you press fire, which doesn't work either. 'Timing is important', says the manual, which couldn't be more true. If you don't move at the correct time you can shove the joystick in the right direction until you are blue in the face without any effect whatsoever.

All that playing the game seems to be at the end of the day is a test of memory. Trying to remember 27 joystick moves in a row can be quite difficult. Thankfully, *Lair III* comes with a save-game option, which, although it's not the best of systems, does stop all the trudging through early levels again and again.

### Third-time lucky?

Even with all these serious faults *Dragon's Lair III* does improve on versions I and II, even if it's only because it seems a tad longer. It's a bit crinkly, and generally quite sad. Good graphics and sound no more make a good game than appearances make a good cake. All the icing in the world couldn't save this release from the realms of mediocrity.

**Huw Llewellyn**



"My liege, it appears that your disguise as a pretty young wench has worked a little too well. The Tweedle brothers over in the corner have just applied to your father for your hand in marriage."



"Shhh – the maestro's decomposing." The indescribable thing tries to protect Beethoven while he's finishing *that* symphony.

**Dragon's Lair**
**Readysoft ■ £34.99**

- Wonderful graphics and animation, but it's just a pretty face.
- Loads of excellent samples and speech throughout.
- What about the gameplay? Well, maybe in *Lair IV*…
- Nice, full-price graphic demo!
- Won't install on to a hard drive. Painful in the extreme.

Amiga Format Verdict **57%**

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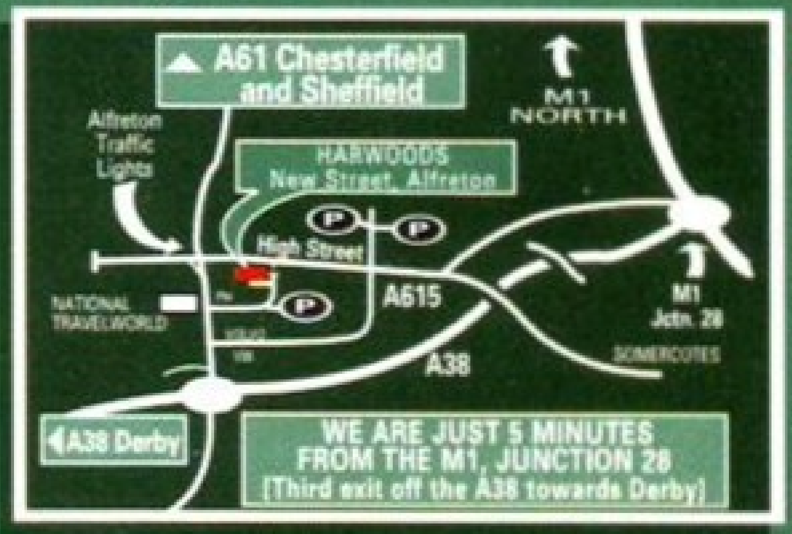
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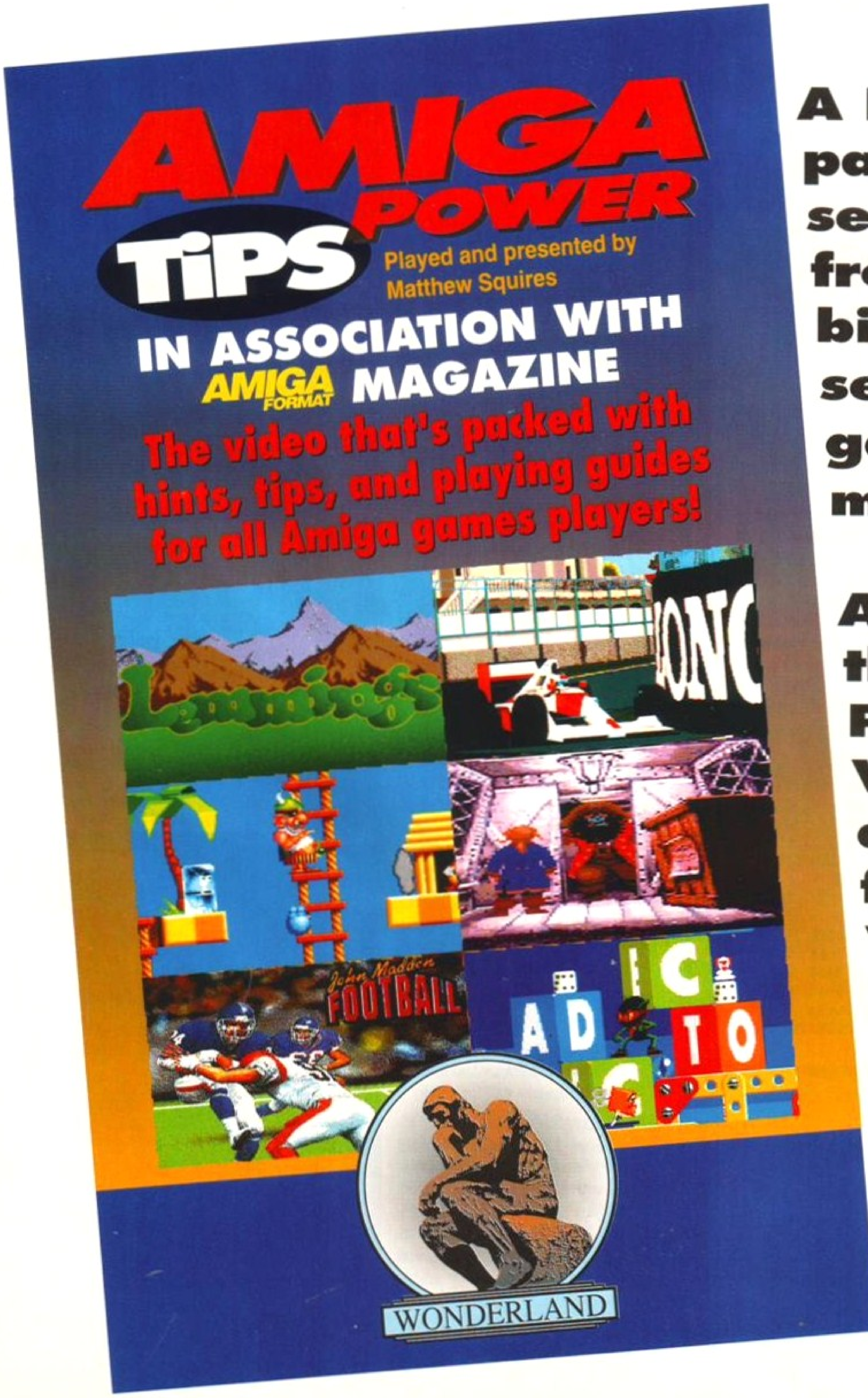
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# AMIGA POWER ...The Video




**A Power packed hour of sensational tips from Britain's biggest selling Amiga games magazine.**

**At only £9.99, the AMIGA POWER Tips Video is available from Woolworths, WH Smith, and all good video and computer stockists.**

No joystick can accurately replicate the feel of a real steering wheel. But that's what Logic 3 have tried to do with their new FreeWheel joystick.

The FreeWheel Analogue, like its digital cousin (see box below), is a small, solid plastic wheel that wouldn't look out of place on a boy-racer's Mini Cooper. It has two small fire-buttons that run flush to the inside at the ten and two o'clock positions on the wheel. To use it, all you have to do is plug the lead in the second joystick port on your Amiga.

The weird thing is that unlike previous joystick steering devices, the FreeWheel isn't bolted down to your desk – it's completely hand-held. This feels odd, because even in your car, the wheel doesn't just hang there – it's bolted to the steering mechanics – and there are only two directions you can move it. That's the point; it steers, leaving the stoppy-starty bits to the accelerator and brake pedals.

Maybe this is how it is for Ferrari and Ford, but Logic 3 have built these self-same, stoppy-starty functions into the steering wheel. The tilt switches not only sense the tipping to the left and right, but they also look out for motion forwards and backwards. It's these forward/backward motions that control acceleration and breaking when driving.

It's the combination of the tilting, and the lack of a solid axis on which to pivot, that makes your first few miles so disconcerting . To accelerate in a corner, you not only have to tip the joystick strongly left or right (a natural driving instinct), but you also have to push the FreeWheel forward (an unnatural driving instinct), which takes a while to get used to.

**The FreeWheel Analogue joystick: wheel see if it drives you round the bend, or steers you to greater things.**




# FreeWheel

### Basic instincts

The FreeWheel Analogue is a proportional control device. So the steering really does make sense, and it's possible to slowly nudge a car left or right by a few degrees, exactly as you would with a 'real' car. It's not totally convincing as there's no lock – half a rotation of the wheel is about all it will understand – but it's easier to translate your normal driving instincts to a more sensitive steering wheel than it is to a small stick.

Is it a must-have joystick though, or merely a fancy widget? This depends on which software you use it with. *Formula One Grand Prix*, the game at which the FreeWheel is primarily aimed, has an excellent auto-braking mode. This slows the car down to 'safe' speed for every corner and was included for rookie racers with a need for speed. This option comes into its own with the FreeWheel. Suddenly, the need to crank the hands back as you try to slow down is removed, and then you can concentrate on maintaining the racing line.

Racing with *F1GP* shows off the true potential of the FreeWheel. Finding the right line is suddenly easier, and precise course correction becomes possible. It's great to be able to control a car as nature intended, rather than have to relate odd control skills to an unrealistic joystick system.

Even in *F1GP* however, fundamental problems plague the FreeWheel. The unfixed nature of the pivot is fine when you're doing well, but if you break concentration, all hell breaks loose, and valuable time is lost as you have to re-orientate yourself and the wheel.

Then there's the desire *F1GP* fans have to develop their skills, and strip away the driver aids. But if you take the auto-brake out of the equation – one of the six help modes – then the FreeWheel becomes a hindrance, because you have to twist it this way and that, while trying to keep it within the calibration limits.

**FREEWHEEL is available from RC Simulations 0272 550900**

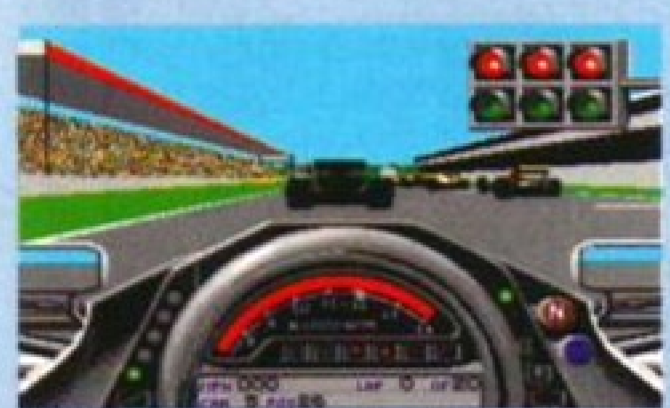
### Speed thrills

As an extra for *F1GP*, it's ideal for those hardened-disk drivers who've fought their way through a full season, and who still want more. Whole new sets of skills have to be mastered, forcing you to re-learn a game you may think you already know inside out.

The FreeWheel Analog, like any proportional device, suffers from a scarcity of suitable games. With the software that suits the system, it enables you to wreak high-speed havoc in a most excellent style. But unless you've a huge collection of analogue-compatible sims that hanker for that extra smidgen of realism, then the FreeWheel is more likely to become a dust-trap than a speed-trap.

**Trenton Webb**

### FREEWHEEL DIGITAL ■ £29.95



*Formula One Grand Prix* doesn't benefit from the FreeWheel Digital, but does from the Analog version.

**The FreeWheel Digital looks and feels like its proportional sibling; in fact there are only two ways to tell them apart – the badge on the centre of the wheel, or by using the thing. Overlooking obvious titular differences, it is in the playing of games where the Digital really lets itself down.**

**This wheel too, works by being tipped sideways, forwards and back. Unlike its Analogue counterpart, though, the motion lacks subtlety. One flip of the wheel, and you're either gunning full out, stamping on the brakes, or on full-lock in a corner. This is not realistic or easy to control, and can prove dangerous to your high-score potential.**

**With the Analogue stick, the software usually enables you to calibrate the wheel to suit your own driving style. This effectively causes the car to over or under-steer depending on how much of a hard time you give the wheel. But the Digital stick is only set up in one way and that's it. So, if that set up doesn't suit you, then that's tough.**

**The FreeWheel Digital does enable you to race reasonably well, but it doesn't really do anything to promote playability. It is simply another feature to contend with in your bid for the fastest lap. It doesn't make the driving any better, just different. And for the money, different just isn't good enough.**

**Verdict 52%**

### Freewheel Analogue
### Logic 3 ■ £39.95

- **Needs the right kind of software to be good.**
- **Offers a convincing 'on the road' feel.**
- **Allows precise, accurate driving.**
- **Best with *F1GP*'s 'auto-brake' facility.**

**Verdict 69%**

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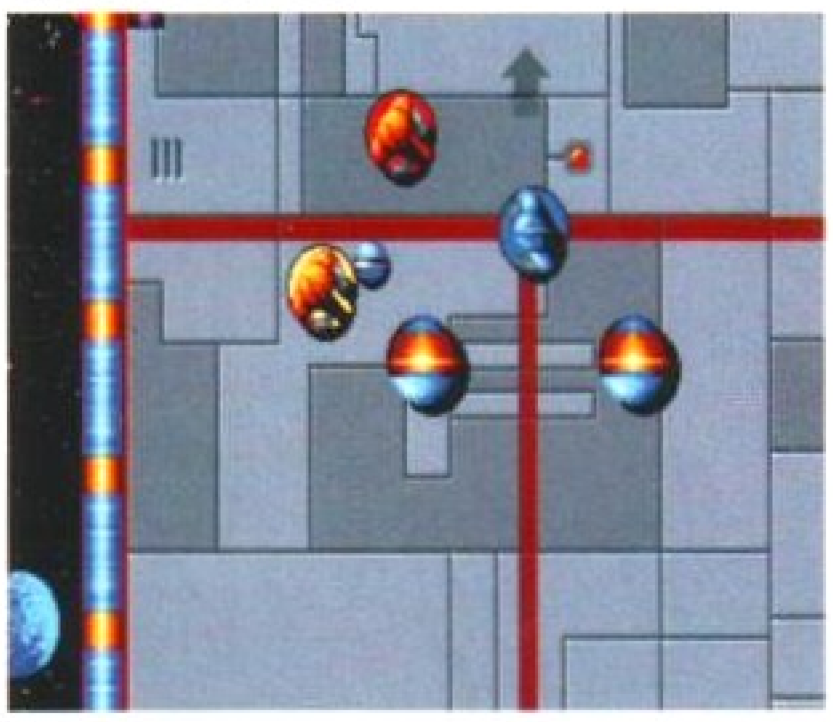


Buying software is like buying clothes. Both items are soft, come in differently shaped boxes, and, er, both often cost varying amounts. Um, oh great – here comes **James Leach**…

# Cheap 'n' Cheerful

## Adrenalynn

Global ■ £7.99



How's your ballbearing up? (This joke copyright J Leach and E Morecombe.)

In the dim, and one would hope distant, future, it seems that all sport will be played by giant metal spheres, all rolling around inside the world's biggest cake tin. Fine. At least fat and lazy folk like us won't have to participate in it any longer.

There are two teams in this game, and each one has a load of ball-bearings, oh, and there is also a pair of goals. Well, that's the rules sorted out. From here on in it's just a massive, clanging, disorderly free-for-all.

You, of course, have control over one of these teams (if you've managed to cajole a friend into joining you, he can control the other team). You move the balls around using the joystick, and the idea is to use the magnetic fields which all the things on the playing area seem to possess. These fields enable the ball to stick to the players, but they also cause a bit of repelling now and again, for some reason best sorted by playing the game a lot.

There are about 16 power-ups which also affect the plays. Overall, each bout is like a cross between pool, pinball and *Speedball* (Bitmap Bros future-sport). It's limited fun, the graphics are OK and you'll either be brilliant at it or you'll give up.

**Verdict 63%**

## PP Hammer and his Pneumatic Weapon

Global ■ £7.99




But why does PP Hammer have to be outside my flat at 7am every Sunday?

This caused not a few sniggers when its amusing title first appeared on the shelves I can tell you. And rightly so, because pneumatic weapon does sound rather a lot like engorged pen... (*Stop it right now – Ed.*)

Anyway, the nub of the crux is that *PP Hammer* is a platform with such a minor difference that it's almost no different at all.

The guy you control must use his pneumatic drill to tunnel through some of the floors he passes in order to collect lives, reach hitherto inaccessible zones, and generally progress in a satisfactory manner through the game.

The whole thing is pretty reminiscent of *Rick Dangerous*. It's got nice graphics, plenty of platforms to leap up and down on, and a horde of points for you to try and amass. There are the obligatory traps and puzzles to overcome, and you won't be at all surprised to find out that you can do each level in several different ways, simply by choosing alternative paths.

Overall, *PP Hammer* is a competent game. It's not as good as the best of the genre, nor is it the way by any means. It just simply is, and if you're a fan of the name, you might want it anyway.

**Verdict 72%**

## The Power

Global/Demonware ■ £7.99



That's Jennifer Hart. She's *gworgeous*... Yes, true love, with little hearts... ahh.

Two little balls are in love, and must be together for all time. Unfortunately, the more masculine of these two spheres (although how on Earth you can tell is anyone's guess) must pop a load of hearts before he can be with his loved one.

If this sounds all rather familiar, then either you've got the game already, or you should seek immediate psychiatric attention, because it's one of the flimsiest ideas to try and base a puzzle game on yet. But then, when has a plot been particularly important to a puzzler's gameplay.

Puzzle game. Yes, that's given it away. But in this one, you can only move around the zones you find yourself in, by travelling in straight lines from one edge to the other. So by using logic, determination, speed and the little blocks you can also push around, it's possible to collect all the awkwardly placed hearts and wend your way back to the other blob in the middle somewhere; namely your loved one.

*The Power* is a weird puzzle game. It has a PD feel about it, but doesn't look shabby at all. It might just be that the idea upon which it is based, namely that of moving in straight lines until stopped by something, isn't strong enough. Still, it's about love, so it must be all right in a misty-eyed sort of way.

**Verdict 74%**

## Pipemania

Touchdown ■ £9.99




And what do you think the crew of the tanker Brear were playing that fateful night?

It's kind of a Kafka-esque nightmare, this game. You must lay down a succession of pipes in a connected order around a grid as quickly as possible, while some sort of goo of indeterminate consistency flows through them, trying (and inevitably succeeding) to catch up with you.

It's a very neat game, and one which could almost replace the different shaped objects as an educational toy. But there's one small problem. It's impossible to win. You know that all you can do is survive for longer than you did last time.

The screen is a finite size and the goo never stops flowing, so you physically can't beat it. This might be a major flaw with *Pipemania*, depending on how you look at it.

Other than that, the game is, like most of the ones reviewed here, pretty good puzzly fun for a while. It's both nicely programmed and executed, but ultimately it's something you put away after a while because your brain and fingers hurt (and possibly also your oesophagus, if you've been getting into the vocal swing of things too much, I certainly did).

**Verdict 83%**

# Gem'X

Global/Demonware ■ £7.99

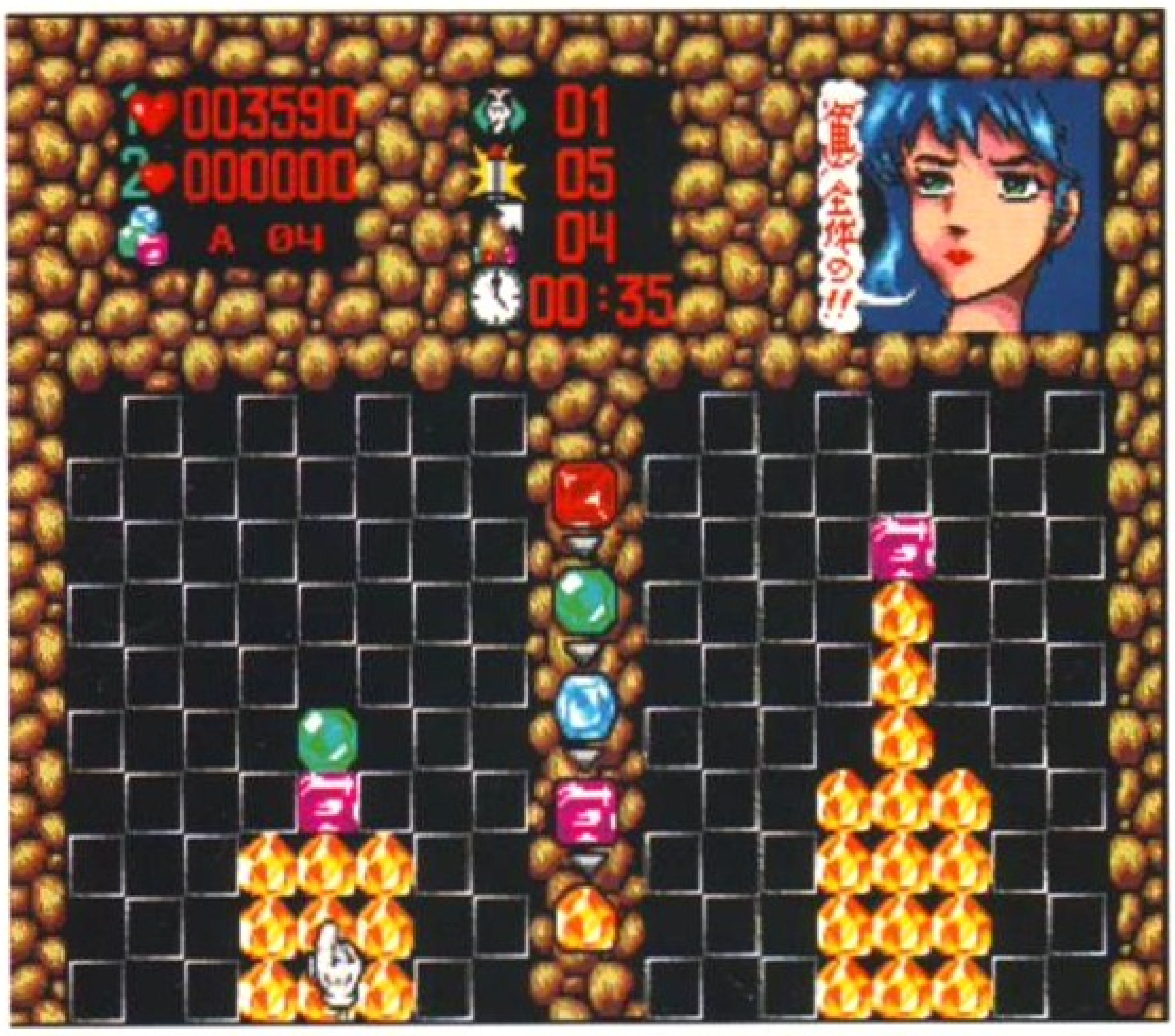
***Tetris*** **really does have a lot to answer for. This game for example, *Gem'X*, is much like those *Krypton Factor* tests they have. You must manipulate a load of coloured, er, things, on the left of the screen until they look exactly like those on the right.**

**This is achieved by either clicking on the gems (as they're probably called) so that they change colour in rotation. You must do this a lot, until you get something approximating the colours you see on the right. Alternatively, just prop a book against the right-hand side of the screen and ignore the gameplay aspect. You'll soon lose, but there won't be any of the angst of knowing just how close you came.**

**It's like *Klax*, it's like *Tetris* (in a small, puzzly way) and it's a little like the other game with coloured balls (whose name escapes me). It's fun though, but might be a bit too infuriating to be a long-term prospect. Still, this is a gameplay thing (and seems to be personal to me), and nothing to do with the quality of the program, which is of the very highest.**

**If you're a real puzzle, brain-power fan, *Gem'X* is great, and well worth buying now it's on a budget label. Be prepared to spend a long time getting good.**

**Verdict 84%**




**It's got blocks, it's got colours, it's got a cute Japanese girlie. What more could you want from a game? (Apart from beer, curry and carnal gratification, obviously.)**



**The translation reads: *"Gem'X* looks difficult, turns out to be easier than you thought, then turns out to be difficult again. Oh, and then turns out to be *really* difficult later. But ultimately is quite easy, as long as you get past the difficult bit."**

## Bubble Dizzy

CodeMasters ■ £7.99




Chuck him in some boiling water for four mins, then smash his head open.

Dizzy the infamous Egg has been pitched into the ocean by, presumably, someone who fervently believes that the world might have seen the last of him. Don't worry though , luckily he has with him his trusty snorkel.

So, thankfully Dizzy doesn't drown (well, not immediately in any case). Instead, he decides to make his way back up to the surface once more. (Handy hint: a good way to find out if an egg is rotten is to drop it in water, if it floats then it's a real rotter.)

This is where our Easterphobic friend needs your help. You must control Dizzy, bouncing him off the bubbles which rise up from the depths of the sea-bed. These bubbles are effectively moving platforms, and Dizzy must try to leap between them, cadging a lift ever upwards until they finally burst.

Interesting technical point here – how does a bubble burst when it's underwater, exactly? But never mind. You get Dizzy to the top as fast as you possibly can, trying to avoid all the nasties, like whales, jellyfish and other crustaceans.

It's another simple, infuriating concept, and you'll be swearing in fluent Russian at the screen before long. Never mind, there's every chance that your two-year-old nephew will pick it up and complete the game at the first sitting... It's cute, cheerful, not amazing, and basically a bit of mildly addictive fun.

**Verdict 78%**

## First Class

GBH ■ £7.99



This picture says it all, really. Talking footwear requires no further response.

This one, from the rather violent-sounding GBH, is not in fact a puzzle game, but an educational piece of interactive software which enables your kid (or anyone else's, presumably) to learn simple words.

The hosts for this slice of what has horrifically been described as 'edutainment' are the Shoe People. They're a cheerful bunch who, staying true to their name, resemble items of quality footwear. Each, of course, has a name and a personality (much like your favourite clogs in real life) and the child has to guide them through a whole series of adventures. The wee 'uns can only progress, though, if simple spelling and recognition tests are completed successfully.

The whole thing is very bright, colourful and attractively presented. It's been child-proofed as much as possible, and it comes with a small, but comprehensive manual explaining what the interacting child should be getting out of each stage, and what he or she will be learning.

Without extensive testing on children, it's difficult to gauge the effectiveness of games software such as this, but it's certainly of the highest quality, and clearly takes the child through basic spelling and then on to slightly more advanced levels in word construction. Your kids will love it.

**Verdict 88%**

## Mega Mix

Psygnosis ■ £29.99

### Ork



Doesn't this look like the ultimate challenge? You're right, trick question.

This, we are forced to presume, is the American spelling of orc. You know, those disgusting creatures out of *The Lord of the Rings*. But the game itself pretty much has nothing to do with these, so we might well be presuming incorrectly.

Never mind. It's a very pretty game in which you platform yourself around the levels, blasting things with a weedy gun and trying to avoid getting caught by all manner of Giger-esque creatures. Come to think of it, you're pretty Giger-esque yourself, with nicely dappled colours and a vaguely metallic look.

The game, as you might have surmised from all this, is very nice to look at. Parallax scrolling and tons of tricky platforms make it seem like the ultimate challenge. But it doesn't play anything like it looks. It just doesn't feel right. The jumping isn't very controllable and the moving around is lethargic and, after a fashion, annoying.

What a pity this all is, because there's a lot to *Ork* and it all looks beautiful. If you get used to the weird playing characteristics, you might find it the game of your dreams, but to be honest, this is a long shot.

### Leander



"Er, look. Couldn't we discuss this man-to-man, in a civilised manner?"

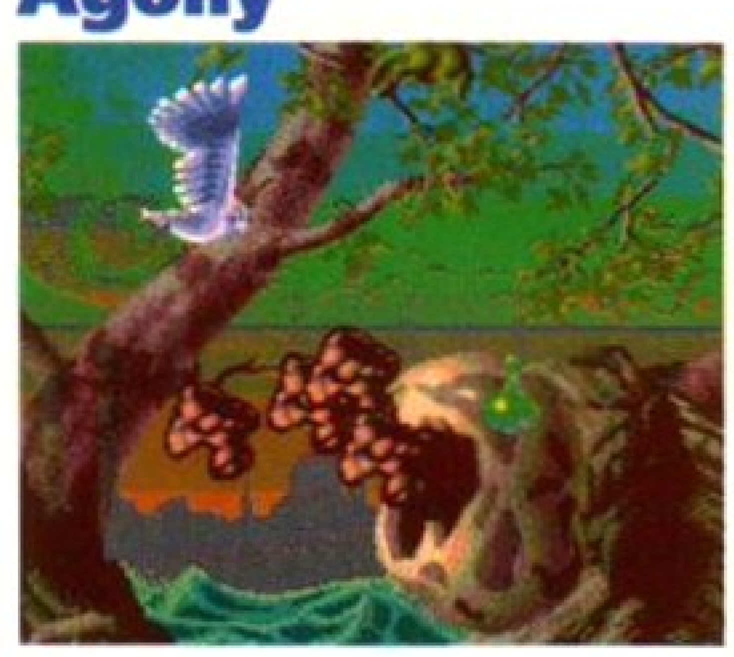
You play a sort of Roman centurion fellow, who has got to negotiate yet more platforms in order to er, kill things, recover lost things and generally set the world to rights. Does anyone really care about the plot in platform games? Does anyone actually imagine that if the software houses actually manage to think up a decent plot down the pub of an evening, it'll sell more copies? Perhaps.

But enough idle speculation. *Leander* is better than *Ork*. It doesn't look as good, but the character is controllable, playable and has a lovely sword-swipe with which he dispatches baddies left, right and sometimes in the middle too.

There are tons of places to explore over the three large worlds, and during your titanic battle with evil, you must supplement your armour, energy and sword-swiping abilities. This is all par for the course.

*Leander* is fun. It's more fun than *Ork*, and it's something you can easily get into (at first). Be warned though, it does get tricky. If you're not a dab hand with the joystick, you might run into problems of the dying-a-lot kind.

### Agony



And Olly the owl swooped down to pick up his favourite walnut clusters...

They're asking for trouble, naming a game *Agony*. But, much as the urge to make jokes about it is there, you won't find them in this review. This is primarily because there isn't enough space.

*Agony* is a scrolling shoot-em-up pretty similar to *Apidya*, in which you, as an owl, must encounter all sorts of natural foe, and blast them to bits. What you're firing is a bit of an enigma, because owls don't come equipped with offensive weaponry as a rule (except, of course, the tawny owl, as everyone knows).

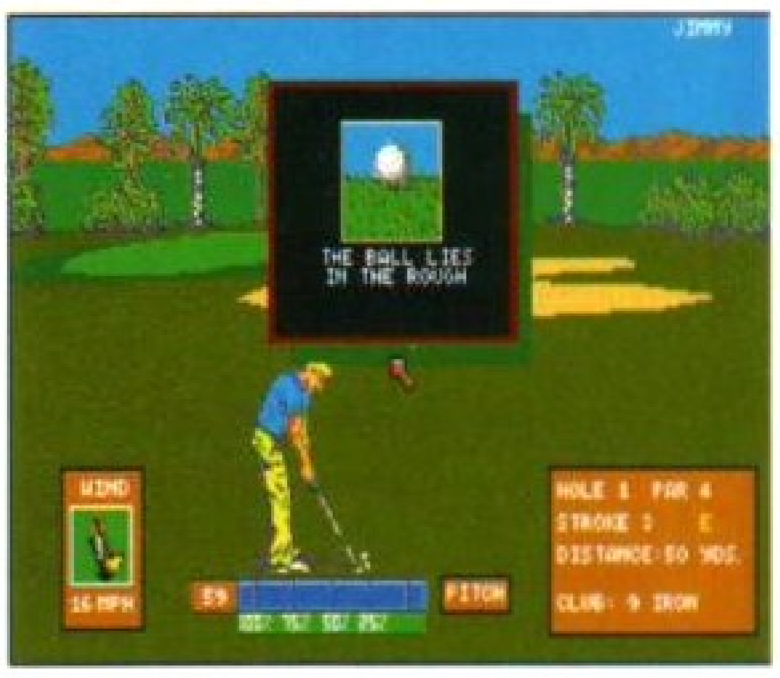
It's slow but taxing, and the graphics are gorgeous. The sedate pace means that instead of firing you up with adrenaline, you'll be lulled by its prettiness until you die. Not a good sign. *Agony* isn't racy enough to make it worth playing for very long. It's not easy, and it suffers from not being engrossing either.

**Verdict 70%**

## Sports Masters

Empire ■ £29.99

### PGA Tour

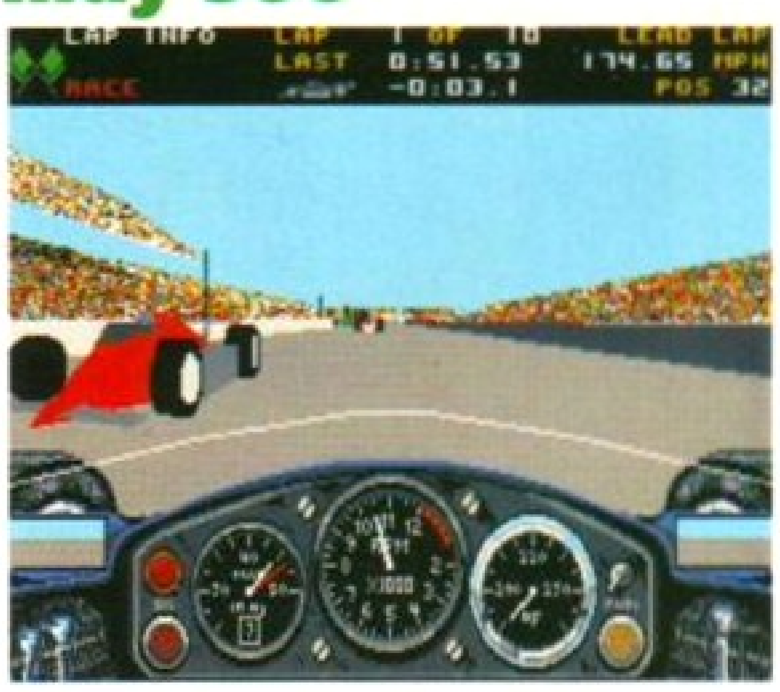



Get this tournament under your belt and you can retire to play golf all day.

This is definitely a golf game to which other golf games are sometimes compared. You can do all the right golfy things, including play on half-a-dozen courses, fiddle around with all the clubs and even slice and hook to avoid those awful bunkers (*Amiga Format* refuses to call them sand-traps).

It's fast, it's accurate, it's got great 3D effects and views, and it's as playable as the devil (which is quite a bit). *PGA Tour* is worth having in your collection, that's for sure.

### Indy 500

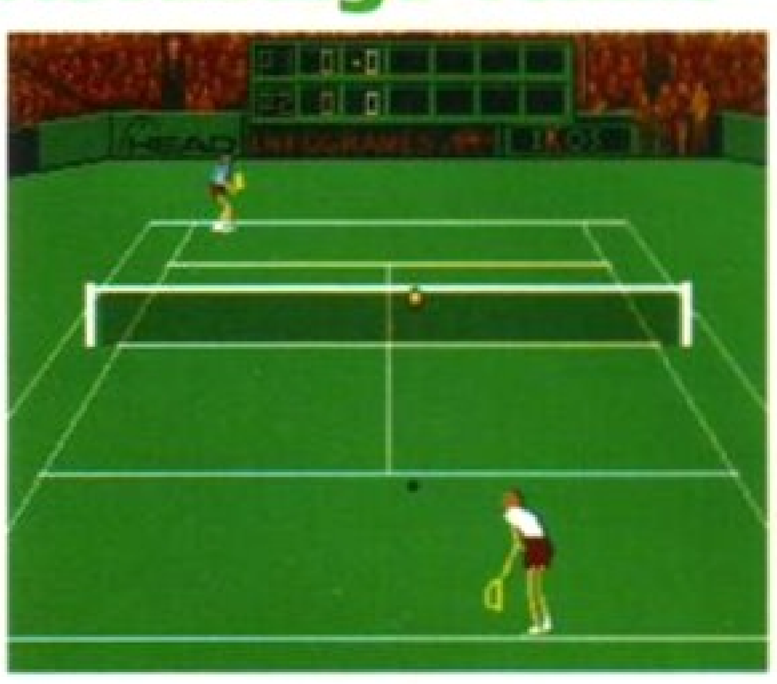


Now I want you to stop as if a child has run out across the race-track.

This old *Format* Gold is a real classic. It's the predecessor to *Formula One Grand Prix* (both were written by Geoff Crammond) and it's got some beautiful 3D graphics, whizzing by at the speed of a racing car.

Crash replays, dangerous overtaking, stupidly lethal manoeuvres and the other things that you associate with *Indy 500* are all here, and there's a damn fine game here too. You should own this game as well as *PGA Tour*, so it's lovely to see them in the same box.

### Advantage Tennis



Playing tennis with Olive Oyl is definitely mind-expanding in a surreal way.

And what's the advantage, you ask. Well it isn't immediately apparent. Perhaps it's something to do with having the body of Olive Oyl. Anyway, *Advantage Tennis* is another fun game. You can do all the stuff you'd expect. Top-spin, volleys, backhands, forehands, butterfly and crawl.

The graphics work, even though you'll never be fooled into thinking those were real people, and once you've mastered the basics, you'll have a great deal of fun with it.

### European Championship 1992



The players are on the pitch! They think it's just started! It has now!

Oh dear. The dog. There had to be one, didn't there? Anyway, forget this game. If you've seen *Sensible Soccer*, you'll chuckle at the sideways-viewed non-playability of it all. It's slow, inept and the opponents are crap.

The only positive thing is you don't have to muck around choosing your team members and setting up playing positions before going on pitch. If you want to just play, you can. It's a pity that nobody will want to.

**AMIGA FORMAT GOLD 90%**

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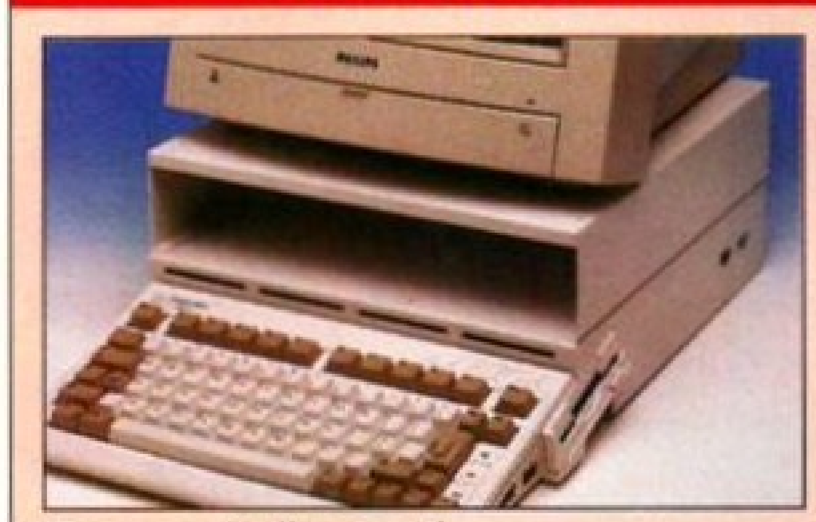
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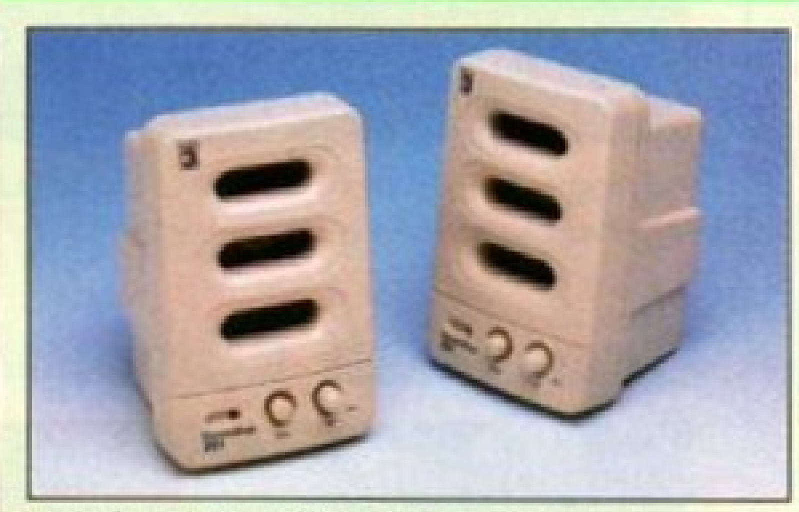


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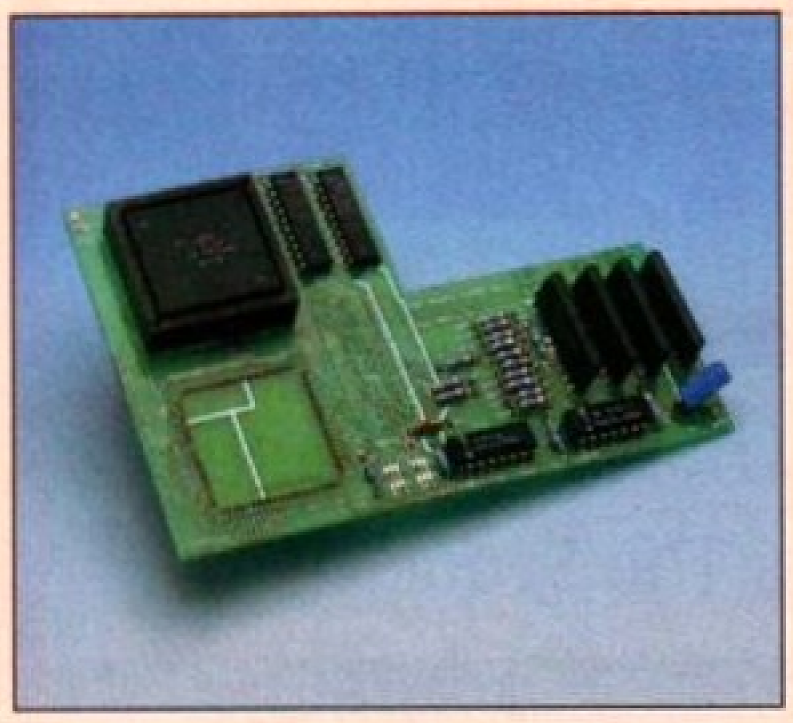
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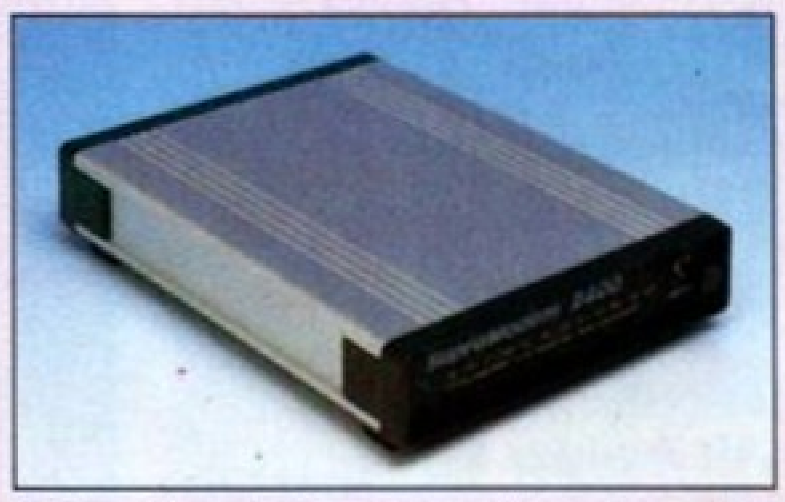
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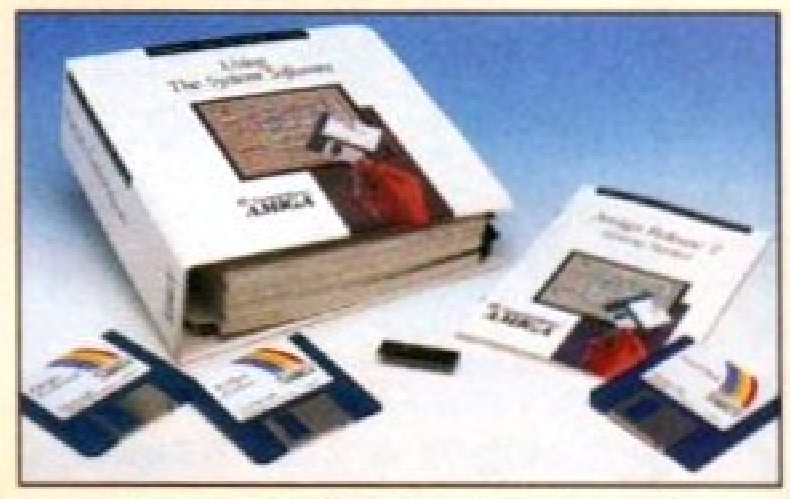
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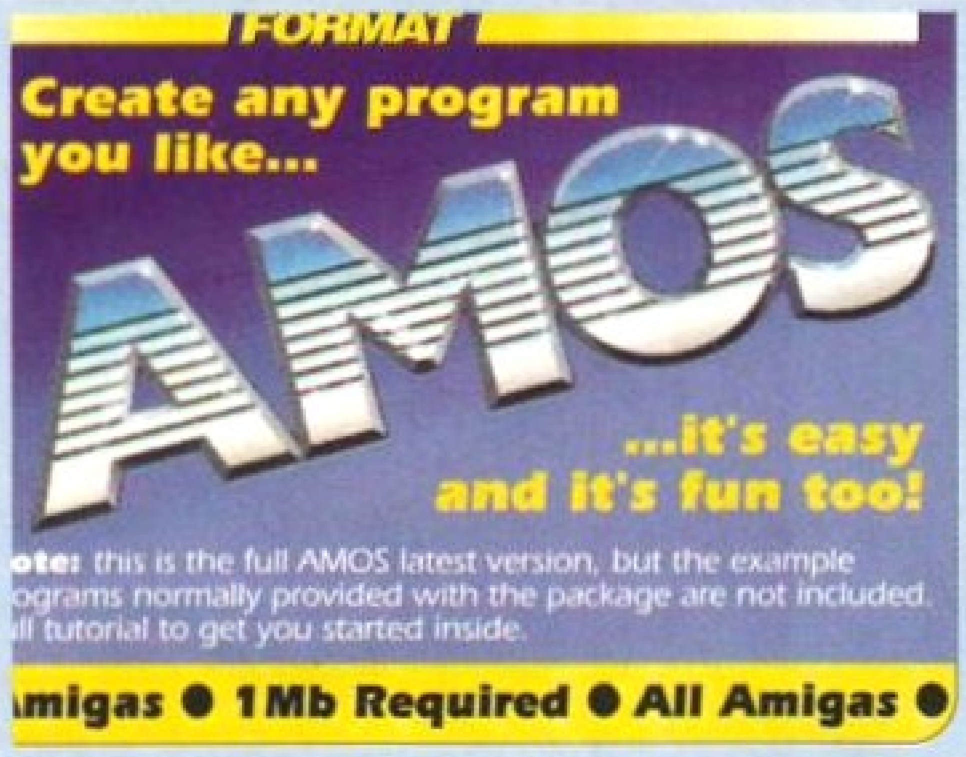
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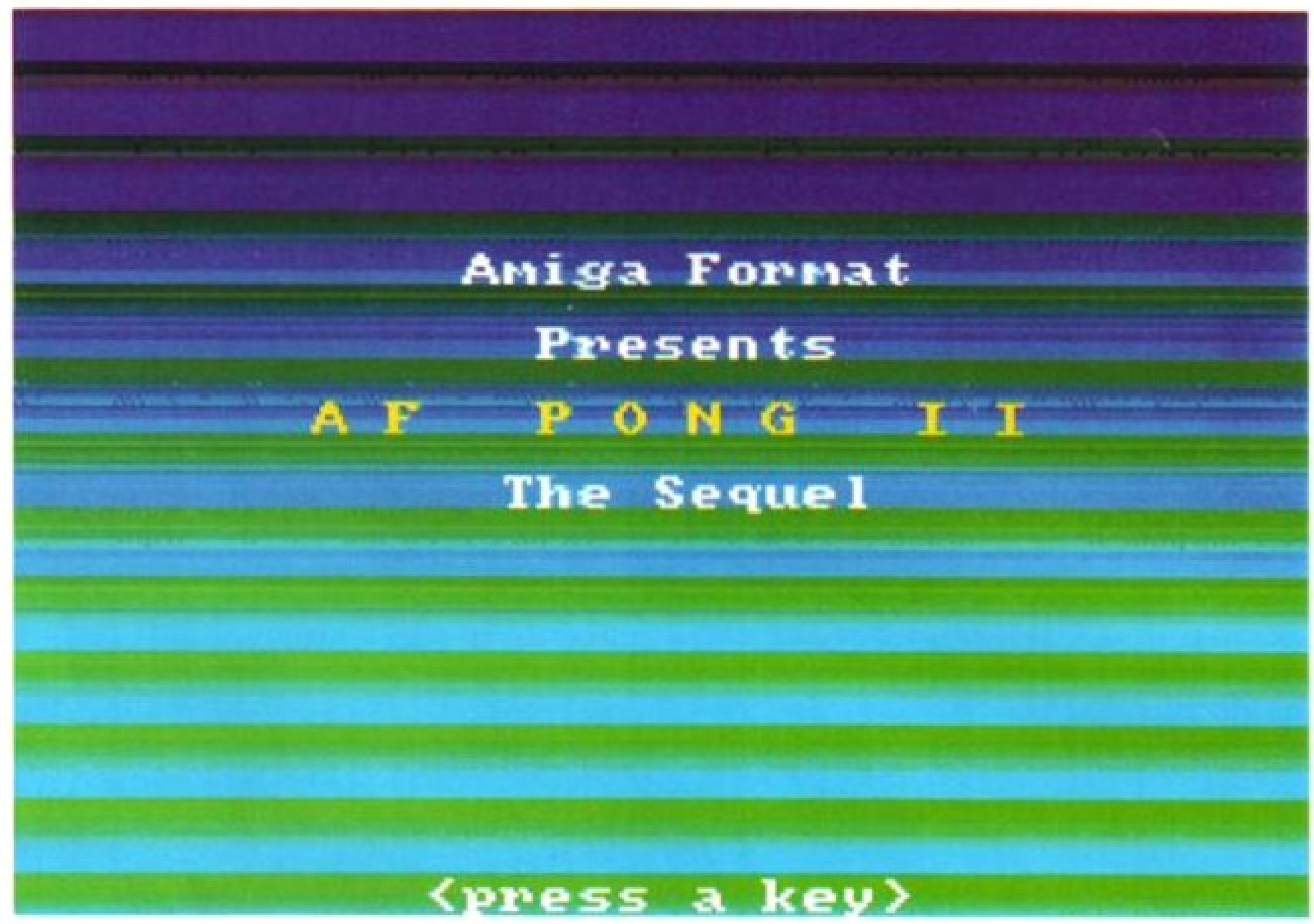
# Getting the most from your AMOS Coverdisk

Last month's tutorial was AF Solo Pong, and although it's a deeply wonderful game it doesn't really explore the full potential of AMOS. So, this month we'll show you how much more you can do with AMOS. Are you ready for the truly remarkable Son Of Pong: The Sequel?




## Get AMOS for cheap

**The tutorial on this page is designed to help you get the most from the programming language *AMOS*. If you don't have *AMOS* but would like to have a go at programming your Amiga, you're in luck. Because *Amiga Format* featured the complete *AMOS* program on our January 1993 coverdisk. Now you should have bought that issue, but if you didn't, we'll give you one more chance to get your hands on the truly spectacular *AMOS* language.** **Turn now to Page 168 and buy it from back issues.**




**It's really quite simple to make a plain screen look better – use the Rainbow command for some copper effects. The copper (CO-ProcessER) can change any colour value, anywhere on the screen – and it does so while the real processor is running programs. So using copper effects does not usually make any difference to the speed of a program. Check out how many of your programs use copper effects – it's a visual trick unique to the Amiga.**

**THE *PONG* GAME** we covered last month was elementary, but it gave you a grasp of how a game fits together in *AMOS*. This time around we'll be adding some bells and whistles to the basic *Solo Pong* to give you a much more attractive and playable result. For the moment we're sticking with programs which generate their own graphics, and although this is not usually the way it's done, this makes it nice and simple to do something which you can just type in.

All the sprites are still created on screen and grabbed before the game begins, and there are no sound samples or anything like that. The sound effects are supplied by the built-in sounds with which *AMOS* comes equipped, namely BOOM and SHOOT. We will go on to programs with external graphics and sounds that are created by *DPaint* and sound samplers, but for now, to keep it nice and easy, we'll stick with simple graphics creation.

***Pong* is an** old game, and one which every human being on the planet must have played at some time. But writing your own *Pong* game has always been a major feat on almost any computer and any BASIC you care to mention. *AMOS* makes it very simple, with special keywords which take out all the hard work and leave you to concentrate on how to put the program together.

AFPong2.AMOS was created using last month's AFSoloPong.AMOS as a basis, and adding things which would make the game better looking, and much more interesting to play. The basic routines for sprites and their movement are exactly the same. The vectors are still sitting there vectoring away, sending the ball bouncing around in various random directions which are roughly related to the one it was going in anyway. But whereas *Solo Pong* had but one control method, and one player, this new version has two players on joysticks, a rainbow-coloured backdrop for the title and main game screens, scoring, and about a dozen other little refinements and tweakings.

Let's take the program step-by-step.

**Thinking ahead in** a program is all very well, but by and large most of the things you add to a program after the basic construction are afterthoughts. There are various types of variables in *AMOS*, which represent figures and numbers in the program. The reason you use variables is because in computer programs you sometimes don't know exactly what value something will be, and it's up to the calculations and structure of the program to figure out these values. For example, this little program:

```
For X=0 To 100
    Print X
Next X
```

The variable is X, and this represents the numbers 0 to 100. Run the program and you get a stream of numbers from 0 to 100 down the side of the screen. This is why people use computers to run repetitive tasks, as it's easier to type this program than it is to type the numbers 0 to 100. The variable types are as follows. Numbers are represented by numeric variables. These can be anything like X, X2, EXXONVALDEZ, etc. Any combination of letters you like.

Words are represented by alpha-numeric variables. These are the same as numeric variables but they have a $ symbol on the end, so they look like this: Z$, ZDR$, LOONY$, etc. Those are your basic types, but there are other styles called floating-point number variables. These are variables which can accept a floating-point number like 1.34, 3.5 or 23.3456423. To denote these you append them with a # symbol, like so: NUMBER#, PROBBY#, X1#, etc.

All variables are 'local' unless otherwise specified. This means that a variable will be unique to the part of the program it was defined in. A variable defined in the main program isn't available inside a procedure, and a variable defined in a procedure isn't available outside, UNLESS you make the variable 'Shared' or 'Global', which is what we've done to the variables at the start of this new program:

```
Global SCORE1,SCORE2,WON
```

The variables SCORE1 and SCORE2 are the score for players 1 and 2, defined in PROCS called LOSEP2 and LOSEP1. WON is also a variable declared in a procedure called WIN. Adding these variables was a bit of an afterthought, but it's always a good idea to stick any

# That listing in full

```
'**Amiga Format Pong II**
' **
Global SCORE1,SCORE2,WON
Screen Open 0,320,200,16,Lowres
Curs Off : Hide
Set Rainbow 0,0,202,"","",""
For C=0 To 201
   Rain(0,C)=C
Next C
Rainbow 0,0,49,202
Double Buffer
Paper 0 : Ink 4 : Bar 0,0 To 5,30
Ink 2 : Polyline 0,30 To 0,0 To 5,0
Get Sprite 1,0,0 To 6,31
Cls 0 : Ink 2 : Circle 5,5,2 : Paint
5,5 : Get Sprite 2,0,0 To 10,10
TITLE:
Bob Off 1 : Bob Off 2 : Bob Off 3
Cls 0 : Pen 2
Locate ,7 : Centre "Amiga Format"
Locate ,9 : Centre "Presents"
Pen 3 : Locate ,11 : Centre "A F   P O
N G   I I"
Pen 2 : Locate ,13 : Centre "The
Sequel"
Locate ,24 : Pen 2 : Centre "<press a
key>" : WON=0 : SCORE1=0 : SCORE2=0 :
Wave 0 To 15 : NOISE : Wait Key
RESTART:
If WON=1 Then Goto TITLE
Cls 0
Ink 11 : Bar 0,0 To 319,5 : Bar 0,194
To 319,199
Ink 2 : Bar 160,0 To 165,193
Pen 5 : Locate 0,0 : Centre " AF Pong
II "
Pen 2 : Locate 0,0 : Print "P1
";SCORE1 : Locate 34,0 : Print "P2
";SCORE2;" "
X=150 : Y=100
Y1=50 : Y2=50
DX=Rnd(4)+2 : DY=Rnd(2)+1
R1=Rnd(10) : If R1>5 Then DX=-DX
R2=Rnd(10) : If R2>5 Then DY=-DY
'
MAIN:
Add X,DX : Add Y,DY : If Y<=5 or
Y>=190 Then DY=-DY
Z1=Bob Col(1) : Z2=Bob Col(2) : If Bob
Col(4) Then DX=-DX
If X<=-20 Then LOSEP1 : Goto RESTART
If X>=320 Then LOSEP2 : Goto RESTART
If Z1<>0 Then DX=-DX : DX=Rnd(5)+3 :
Shoot
If Z2<>0 Then DX=Rnd(5)+3 : DX=-DX :
Shoot
If Joy(1) and 2 Then Y1=Y1+6 : If
Y1>165 Then Y1=165
If Joy(1) and 1 Then Y1=Y1-6 : If Y1<5
Then Y1=5
If Joy(0) and 2 Then Y2=Y2+6 : If
Y2>165 Then Y2=165
If Joy(0) and 1 Then Y2=Y2-6 : If Y2<5
Then Y2=5
Bob 1,5,Y1,1 : Bob 2,310,Y2,1 : Bob
3,X,Y,2 : Wait 1
Goto MAIN
Procedure LOSEP1
   Boom
   Pen 3
   Locate 0,0
   Centre " Good Shot, P2 "
   Locate ,24
   Centre " <press a key> "
   Inc SCORE2
   If SCORE2=>10 Then WIN
   Wait Key
End Proc
'
Procedure LOSEP2
   Boom
   Pen 3
   Locate 0,0
   Centre " Good Shot, P1 "
   Locate ,24
   Centre " <press a key> "
   Inc SCORE1
   If SCORE1=>10 Then WIN
   Wait Key
End Proc
'
Procedure WIN
  Pen 3 : Locate 0,0 : Centre " Game
Over " : Boom : Wait 30 : Boom : Wait
30 : Boom
    Pen 2 : Locate 0,0 : Print "P1
";SCORE1 : Locate 34,0 : Print "P2
";SCORE2;" "
   Locate ,24
   Centre " <press a key> "
   WON=1
End Proc
Procedure NOISE
   For L=79 To 0 Step -1
      Play 96-(20+(L/2)),0
      Wait 1
   Next L
End Proc
```

variable definitions and declarations of their Global or Local nature close to the front of the program. To ensure the program works on a NTSC machine as well as PAL, we've made the program limit itself to 200 lines, opening a screen which is 320 pixels wide and 200 deep using the line:

```
Screen Open 0,320,200,16,Lowres
```

A low-resolution screen with 16 colours is easy on memory and simple to set up. You don't have to have this line, because a 16-colour screen in low-res is actually the default. After the customary removal of the Cursor and Pointer with CURS OFF and HIDE, we come across a much more complex piece of code:

Set Rainbow 0,0,202,"","",""

This creates a rainbow effect using the graphics co-processor or copper chip, using the Set Rainbow, Rain and the Rainbow commands. The colour of each line of the display is set to a slightly different colour of 200 shades from the full Amiga palette of 4,096 colours.

The Rainbow is initially set up with the first line as Rainbow 0, which will appear instead of colour 0 (the black background colour), and will be 202-lines long. The empty quotes can also have colour information in them, but we've decided to load the colours in using Rain, as this makes everything that little easier. We also opted to set up a loop to feed the colour information to Rain. Because we want 202 lines in this case, we'll make the loop run from 0 to 201:

```
For C=0 To 201
   Rain(0,C)=C
Next C
```

The Rain command accepts the colours 0 to 201, and feeds them to Rainbow 0, on line C and using colour C. So line 0 gets colour 0, line 2 gets colour 2 and line 25 gets colour 25.

These colours are not the same as the palette colours. These are drawn from the entire colour palette of 4,096 colours, explaining why the first 200 are blues and greens. A few stray purples come in at the bottom, but get cut off before they get too interesting. Finally we turn on the Rainbow with the Rainbow command:

```
Rainbow 0,0,49,202
```

which means turn on Rainbow 0, from the base colour 0, display the thing from line 49 on the screen (remember the AMOS screen is much bigger than the monitor screen), and make the visible bit of the Rainbow 202 lines long (by an odd coincidence the same amount of colours that we have in the Rainbow).

The next bit of code is pretty much as it was in the previous program, except that it has been squeezed together by having more than one command on a single line, like so:

```
Double Buffer
Paper 0 : Ink 4 : Bar 0,0 To 5,30
Ink 2 : Polyline 0,30 To 0,0 To 5,0
Get Sprite 1,0,0 To 6,31
Cls 0 : Ink 2 : Circle 5,5,2 : Paint
5,5
Get Sprite 2,0,0 To 10,10
```

You could string them all together to make one big line, but that makes the line that much harder to read. Those lines basically draw the sprites on screen and grab them as detailed in last month's tutorial, except this time with different colours. Next we have a label:

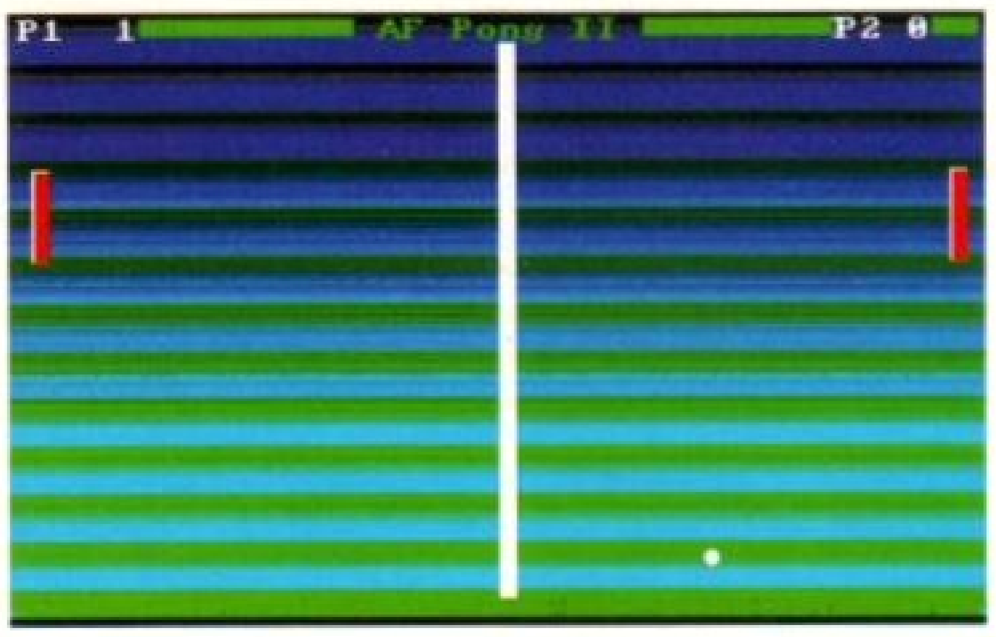
```
TITLE:
```

which we will be using later on in the program to send the game back to the title screen. This is the why in the next line we say:

```
Bob Off 1 : Bob Off 2 : Bob Off 3
```

when there aren't any Bobs turned on yet! When the program returns to this point from the end of the game, the Bobs 1, 2 and 3 are all turned on and just clearing the screen doesn't get rid of them. You have to turn them off by hand. Again the rest of this part of the program is largely the same, apart from using the colon to put lines together and changing the colours and text.

**Continued overleaf**




The game runs at exactly the same speed as in the arcade. It's amazing how quickly technology ages.

```
Cls 0 : Pen 2
Locate ,7 : Centre "Amiga Format"
Locate ,9 : Centre "Presents"
Pen 3 : Locate ,11 : Centre "A F   P O
N G   I I"
Pen 2 : Locate ,13 : Centre "The
Sequel"
Locate ,24 : Pen 2 : Centre "<press a
key>"
```

But the next bit is where we zero the variables. Why here? Well that's because we want to set the scores back to 0 after the game rather than later or in the previous routines which set up the basic bits of the game.

```
WON=0 : SCORE1=0 : SCORE2=0
```

After that we make a noise and off we go into the main guts of the program.

```
Wave 0 To 15 : NOISE : Wait Key
```

First thing we do when we restart the game is to check to see if anyone won after that last round. We do this by checking to see if the variable WON is equal to 1. If it is:

```
RESTART:
If WON=1 Then Goto TITLE
```

Then we go to the label title and start afresh. If not, then we plough into resetting the game and starting the next round:

```
Cls 0
Ink 11 : Bar 0,0 To 319,5 : Bar 0,194
To 319,199
Ink 2 : Bar 160,0 To 165,193
Pen 5 : Locate 0,0 : Centre " AF Pong
II "
```

which is largely the same as it was in the last program, until the bit where we go:

```
Pen 2 : Locate 0,0 : Print "P1 ";SCORE1
: Locate 34,0 : Print "P2 ";SCORE2;" "
```

which prints the new scores on the screen using the Locate command to ensure that the player 1 score goes on the left, and the player 2 score goes on the right. There is a space after the player 2 score to make sure that there are no bits left on the screen from a previous score or any bits of the Bar showing through. Next the vectors which control the initial ball speed and direction are set up:

```
X=150 : Y=100
Y1=50 : Y2=50
DX=Rnd(4)+2 : DY=Rnd(2)+1
R1=Rnd(10) : If R1>5 Then DX=-DX
R2=Rnd(10) : If R2>5 Then DY=-DY
```

and then we are into the main program loop.

```
MAIN:
Add X,DX : Add Y,DY : If Y<=5 or Y>=190
Then DY=-DY
Z1=Bob Col(1) : Z2=Bob Col(2) : If Bob
Col(4) Then DX=-DX
If X<=-20 Then LOSEP1 : Goto RESTART
If X>=320 Then LOSEP2 : Goto RESTART
If Z1<>0 Then DX=-DX : DX=Rnd(5)+3 :
Shoot
If Z2<>0 Then DX=Rnd(5)+3 : DX=-DX :
Shoot
```

The main difference here is that there are two different losing procedures, one of which scores a point for player 1, and the other of which scores a point for player 2. Obviously if the ball hits player 1's end zone this sets off LOSEP1, which gives a point to player 2. The other difference is that when the collision detection routine causes the ball to bounce off the bats, the shot sound is heard.

One of the major differences comes next. This is the joystick-detection routine, and this reads the sticks in ports one and two and sends the info to the bats.

```
If Joy(1) and 2 Then Y1=Y1+6 : If
Y1>165 Then Y1=165
If Joy(1) and 1 Then Y1=Y1-6 : If Y1<5
Then Y1=5
If Joy(0) and 2 Then Y2=Y2+6 : If
Y2>165 Then Y2=165
If Joy(0) and 1 Then Y2=Y2-6 : If Y2<5
Then Y2=5
Bob 1,5,Y1,1 : Bob 2,310,Y2,1 : Bob
3,X,Y,2 : Wait 1
Goto MAIN
```

The variables Y1 and Y2 are the vertical position of the two bat sprites, bob 1 and bob 2. The bit on the end of each line limits the bats to line 5 at the top and line 165 at the bottom, meaning that the bats don't overlap the edges of the court.

Finally we have the procedures which we call during the program. The LOSE Procs set off a BOOM sound and print "Good Shot Player <whatever>", and prompt you to press a key.

```
Procedure LOSEP1
   Boom
   Pen 3
   Locate 0,0'
   Centre " Good Shot, P2 "
   Locate ,24
   Centre " <press a key> "
   Inc SCORE2
   If SCORE2=>10 Then WIN
   Wait Key
End Proc
```

If the score is equal to or greater than 10, then the player who got that score wins the game, and we are sent off to the procedure called WIN:

```
Procedure WIN
    Pen 3 : Locate 0,0 : Centre "  Game
Over  " : Boom : Wait 30 : Boom : Wait
30 : Boom
     Pen 2 : Locate 0,0 : Print "P1
";SCORE1 : Locate 34,0 : Print "P2
";SCORE2;" "
   Locate ,24
   Centre " <press a key> "
   WON=1
End Proc
```

This prints GAME OVER and booms three times to emphasise the fact that the game is over. It will print the final scores and give the winning player time to gloat before you restart the game and begin anew.

And that's that. A simple revision to the existing listing which makes it an altogether more interesting program. Now not only do you have the competitive element in this program, but you also have something which is easier on the eye and much more what you might call a game.

## TAKE CONTROL

**If you are planning to use AMOS to control some external hardware devices, check out the listing on the Coverdisk (in the Serious_Stuff drawer) and also the explanation on Page 190. You will need to build some electronic circuitry – but it's well worth that extra effort.**

## TECH HELP

**If you have any initial problems with your *AMOS* disk or technical problems with *AMOS* itself, phone Europress Software on 0625 859333 and ask for the Technical Help Dept. They wrote the program so they should have the answers.**

**Additional software support is available from the *AMOS* Club, 1 Lower Moor, Whiddon Valley, Barnstaple, North Devon EX32 8NW. Send them your name and address, and £12 per year (£15 overseas) and you will get six issues of the newsletter full of *AMOS* hints and tips, plus a technical help telephone number you can call if you need help to figure out any problems you have with your *AMOS* programs.**

**Club members also have discounts on *AMOS* software, particularly from Shadow Software like *CText* and *SpriteX*.**

## FURTHER READING

**If you want to read more about *AMOS* and how to get the most out of it, obviously we'd strongly recommend that you get the manual and examples disk from our mail order pages (try looking on Page 174). It's a snip at £13.95.**

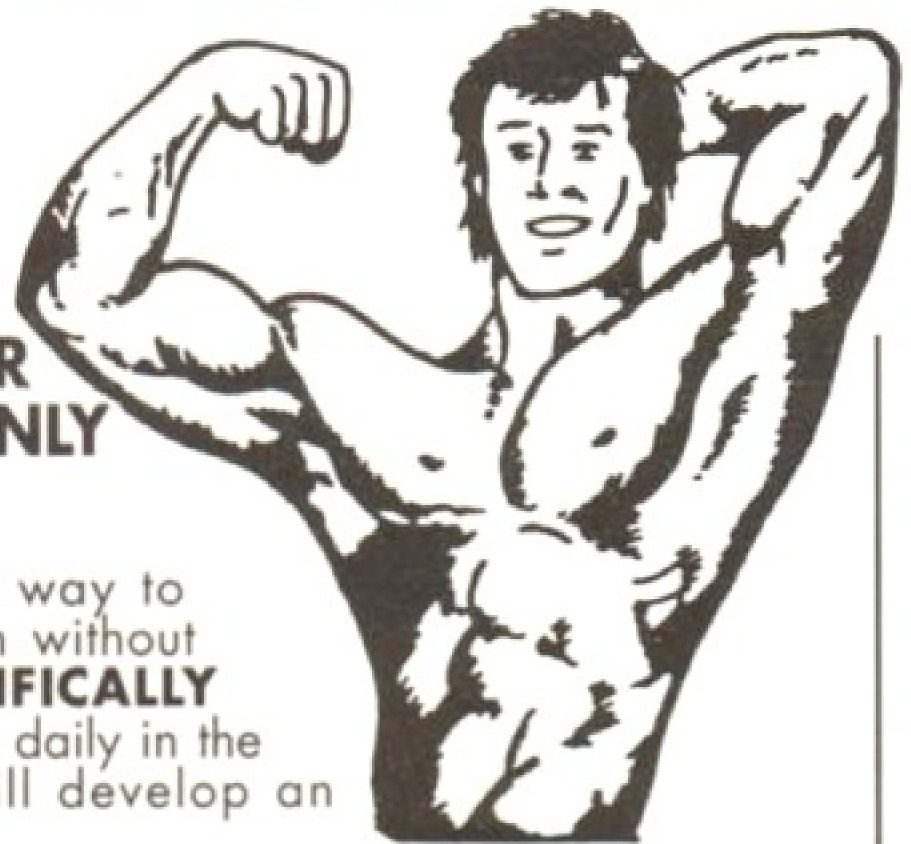
**There are also a wealth of helpful books on the topic out at the moment. We'd suggest that you try reading Phil South's *Mastering Amiga AMOS* (Bruce Smith Books 0923 894366), which is a fine beginner's guide.**

**Other books which come highly recommended are the very excellent *Amiga Game Maker's Manual* by Stephen Hill (published by Sigma Press 0625 531035) and *AMOS In Action* by Len and Anne Tucker, (published by Kuma Computers 0734 844335) which covers just about every conceivable aspect of *AMOS*.**

## ANY QUESTIONS

**If you have any questions about *AMOS* send them to:**
***AMOS* Answers**
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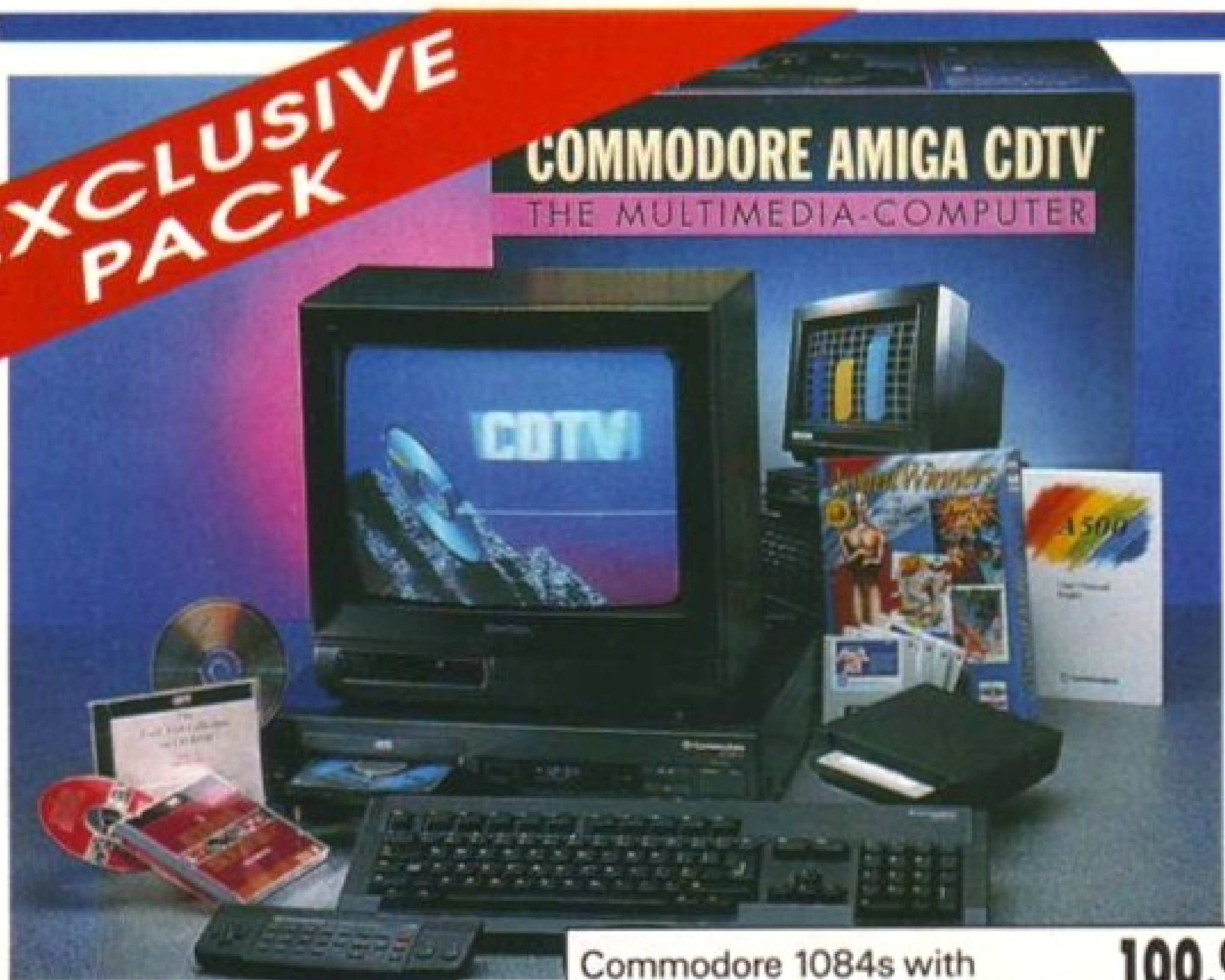
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# Game Busters

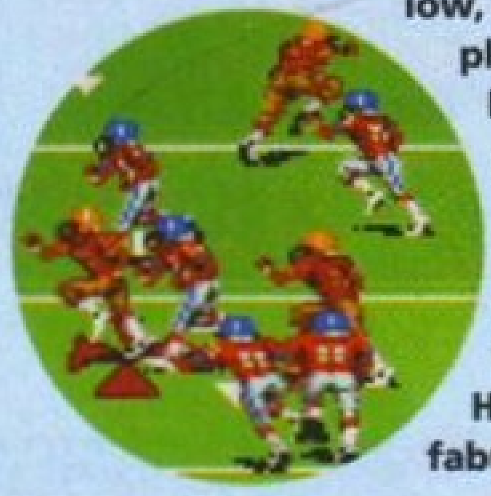
And Lo, once more **Andy Nuttall**, the Buster of Games comes unto your lives, bringing you joy and peace and everlasting love for all men. Oh, and giving you a hand with a few games as well...

## Chart busters



**STREETFIGHTER 2**

Aha, those of you who are really jealous of your SNES owning friends because they can play the cheat *Streetfighter 2* Championship Edition, sulk no more! All you have to do is simply pause the game then type in 7KIDS. The screen will flash yellow, then you can fight two of the same players against each other, such as Ken vs Ken or Blanka vs Blanka, or any other combination of players you like!



**JOHN MADDEN'S AMERICAN FOOTBALL**

Here are some level codes for this fabulous game:

Round 2 – 6647600
Round 3 – 6257651
Final – 6657657



**HUMANS**

After the first 10 level codes last month, we received lots of letters asking for the others – here they are:

| | | | |
|---|---|---|---|
| 15 | RED DWARF | 50 | RANGERS |
| 20 | SMART | 55 | CONSOLIDATED |
| 25 | JIMS TIES | 60 | PROMISED LAND |
| 30 | MALCY MALC | 65 | A34732473 |
| 35 | MAD FREDDY | 70 | NIN |
| 40 | BANANNA MOON | 75 | LORDS OF CHAOS |
| 45 | VISION | 80 | BYE BYE BYE BYE |

## PLAY ON YOUR FANTASIES... AGAIN

£25

Although we printed six cheats for 21st Century's stunning **Pinball Fantasies** last month, here are some other interesting words for you to type in before you select the number of players...



I'd like to speak to Teeth, please...

ANDREAS
ULF
MARKUS
TECH STUFF
THE SILENTS
FREDRIK
OLOF
BARRY
CREW

And the first lucky winner of a £25 gift voucher this month is...

**Magnus Lundberg**
**Täby, Sweden**

## IN BANGOR, NO-ONE CAN HEAR YOU SCREAM...

£50

The new release of Team 17's classic shoot-em-up **Alien Breed**, the '92 version, has caused a stir with GameBuster followers. Loads of you have sent the five level codes in, but one reader offered some more thorough information...



Aliens getting you down? You need the all-new level codes, mate. They'll see you right.

LEVEL CODES:
Level 2 – XXDFA
Level 4 – RTHAA
Level 6 – LAEEA
Level 8 – UYTTA
Level 10 – PPEAB

According to the lads at Team 17, the following cheats "Do something or other"...
WON THE POOLS
BANK RAID
KEY TO THE CITY
MR YALE OR WHAT
JUST CALL ME MOGGY
WHY NOT CALL ME MOGGY AS WELL
STEVIE WONDER
KNACKERED JOYSTICK
ALIENS LIKE MICHAEL BOLTON
JANUARY SALE NOW ON
ALIENS ARE BENDERS
ST EMULATOR
PC EMULATOR
I JUST LOVE THAT TEAM 17 SOFTWARE
SALMAN RUSHDIE PLAYS ALIEN BREED
THE IRAQIS MADE THE WEAPONS
ELVIS MODE
ST USERS

GAME TIPS:
- Using codes to help finish the game doesn't always work – some things are required from earlier levels. Collect everything (especially money).
- You don't need to go through any doors that lead to the first-deck lift.
- Conserve your keys. Use them for accessing the landing bays first, then go for bonuses behind other locked doors. Blast open the doors near the lower bay, and shoot as few aliens as possible.
- Once you've run out of keys, you should have almost all the money available on the first level. Go to the computer and buy the following items:

1. A portable map
2. Two key packs, or three if your aim is good – on level 10 you'll need all the ammo you can get.
3. If you have more than 2,000 credits spare, buy some more magazines.

Remember: to buy any object twice, you need to leave the computer network, then reconnect. Always buy what you need before you enter a level code.

LEVEL 10: The third-to-last level is rather difficult, because you need to carefully plot your route back to where you started from. Here, you'll need all the key packs you bought earlier.
LEVEL 11: Very easy, as long as you have loads of ammo. Use your map often, and don't bump into any walls – otherwise the ship-destruct countdown will begin and you'll have to reach the deck lift very quickly...
LEVEL 12: The final level. You can't use your map here, and there are no computers, so this is a real test of skill. The queen may be reached by going up through the long corridor with the meshed floor, then by going down and right. When you have killed her, the deck-lift will be to your right.

The massively fortunate Robin Jones of sunny Bangor wins a £50 voucher for sending in these tips.

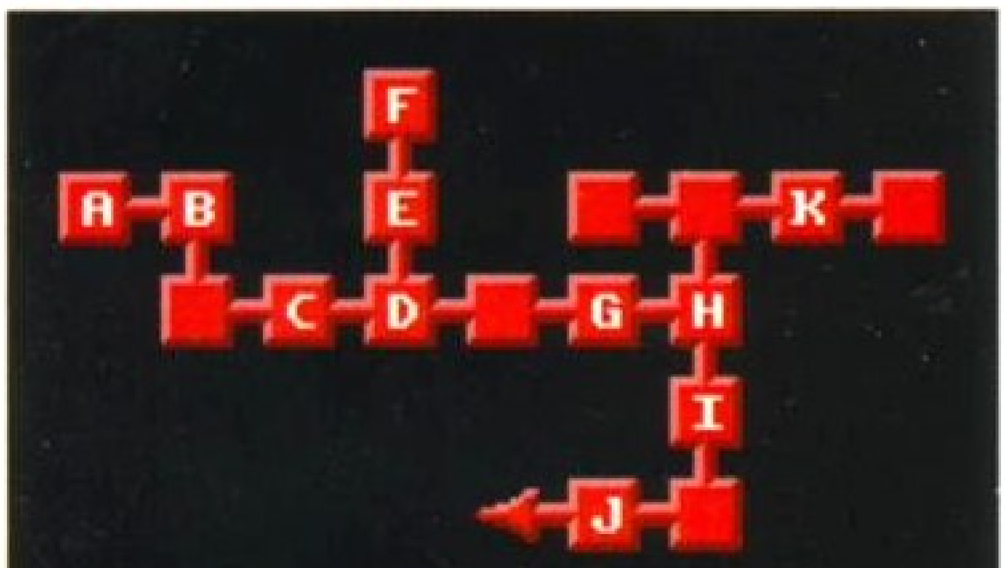
# Legend of Kyrandia



After a successful stint as RPG creators with their Eye of the Beholder series, Westwood Studios attempted to topple LucasArts from their position as adventure makers extraordinaire. Did you manage to defeat the evil Malcolm? No? Then read on...



## CHAPTER ONE – AT HOME




A – TEMPLE
B – OUTSIDE TEMPLE
C – WILLOW
D – BELOW HOME
E – OUTSIDE HOME
F – INSIDE HOME
G – POOL OF SORROW
H – PERIDOT
I – HERMAN'S TREE
J – RUINED BRIDGE
K – SILVER ALTAR

Uh oh, Malcolm's back... not even the magic of Kyrandia could lock him away for ever, it seems; and now he's turned your grandad, Kallak, into a lump of rock. There's nothing you can do about it, except defeat Malcolm himself (well, there's your ultimate aim – let's do something about it!).

When the Tree Messenger has finished speaking, get the note and the garnet from the workbench, the apple from the pot, and the saw from underneath the bed. You will find uses for these later, as you will with any gems that you may come across on your travels.

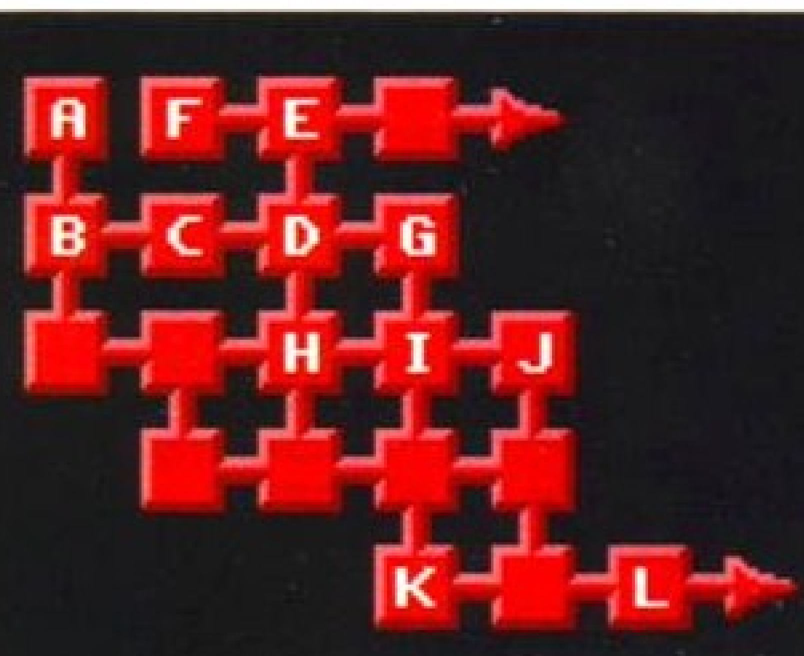
From the tree house, you must find Brynn at the temple. If you give the note to her, she will make an enchanted message appear on it. From this message you will discover about Malcolm, and Brynn will then ask you to bring her a purple rose. You can find the rose at the Forest Altar, but on the way there it's a good idea to grab a teardrop from the Pool of Sorrow. Strangely enough, the teardrop is exactly the same shape as the dent in the Willow's trunk, so use it to heal the sick tree.

Merith will appear at some point – if you follow him and catch up with him, he will give you a purple marble. The marble may be used to repair the Forest Altar by putting it in the empty slot near the two other marbles.

Find Herman at the Ruined Bridge, and give him the saw. He will begin repairing the bridge, but he won't finish until you get an amulet. This you can get by first taking the rose to Brynn, who will change it into a silver. Placing the silver rose on the Forest Altar will cause the amulet to appear. Now Herman will have repaired the bridge, and you can cross the river to the Timbermist Woods.




**Aaagh! I don't seem to have a reflection! Is this because I'm some kind of hideous vampire-type creature? Or is it an oversight on the part of the artists?**




A – OUTSIDE DARM'S
B – INSIDE DARM'S
C – STATUE
D – MARBLE ALTAR
E – GROVE OF OAKS
F – RUBY TREE
G – ANCIENT OAK TREE
H – SONGBIRD'S NEST
I – WISHING WELL
J – BUBBLING SPRING
K – DEADWOOD GLADE
L – SERPENT'S GROTTO



**Aha, the old 'put the gems in the golden bowl' routine, eh? This one's easy when you follow the hints below.**

## CHAPTER TWO – TIMBERMIST WOODS

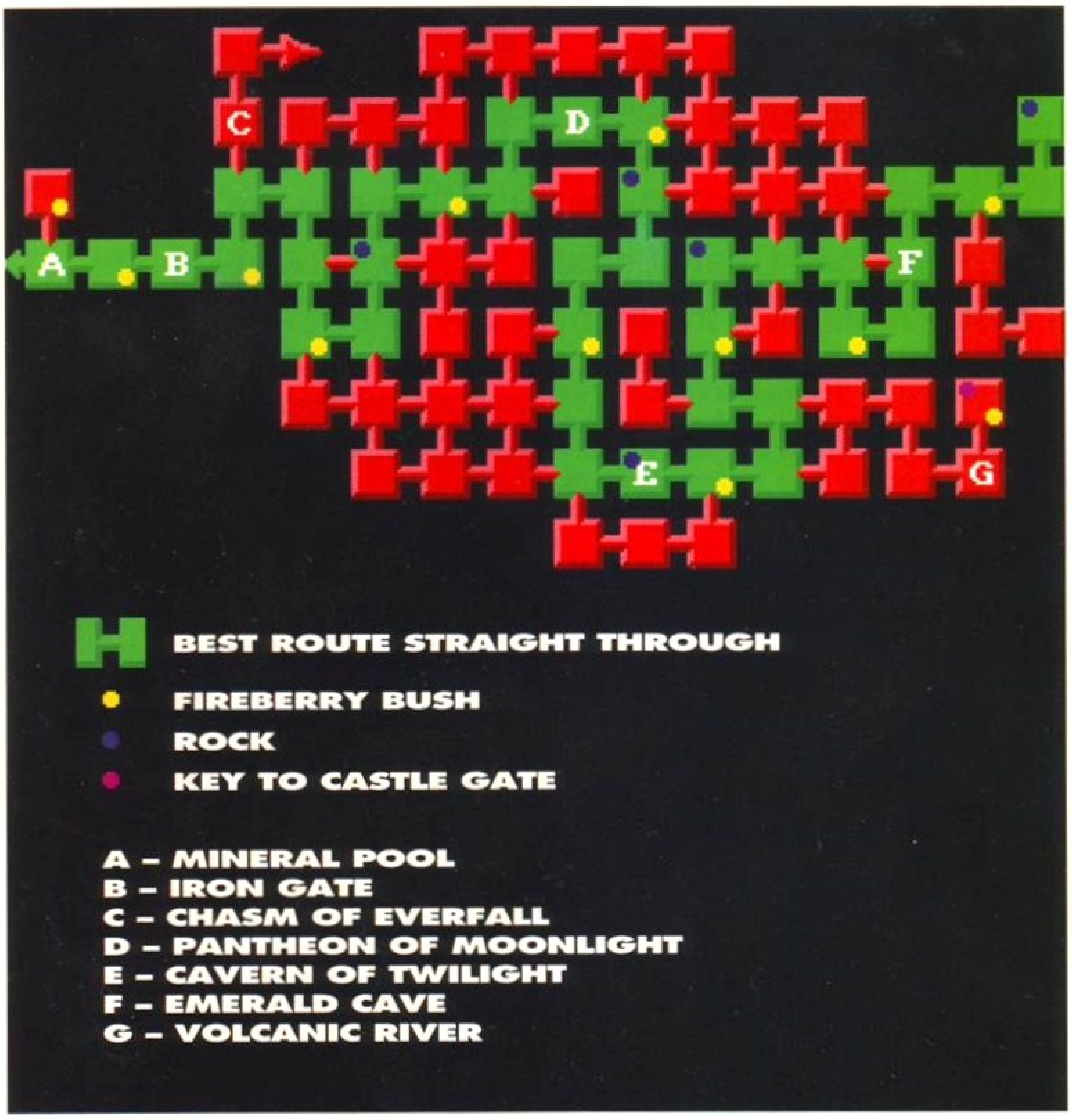
Just past Herman's cave is Darm's house, where you will find Darm and Brandywine the dragon. After a bizarre conversation, Darm will ask you to find him a quill. Find the walnut at the songbird's tree, an acorn at the Grove of Oaks and the pine cone in the forest. Then plant all three in the hole in the Deadwood Glade. Nolby, who can be found under the Ancient Oak, will give you a clue – although you'll have to try and decipher it.

Following your attempt at gardening, the resulting plant will activate the yellow healing gem on your amulet. Use this to heal the sick songbird who, in a fit of gratitude, will give you the quill you need to give to Darm. Hand it to him, and he will write you a magic scroll which you will need to get to the castle.

The next quest is the Birthstone. To complete this you will need to find various gems and stones lying around Kyrandia. Darm will summon the stones so that you can see them all, and the first one is the Sunstone, which is in the lower part of the Bubbling Spring. There are nine different stones and gems in the woods, and all these should be collected. They must be placed correctly in the gold dish at the Marble Altar.

The second and third stones vary with each new game. Trial and error, and liberal use of the save option will help here. The fourth stone is the ruby (which can be found at the Ruby Tree), but you will be fatally bitten by the snake if you don't activate the healing gem on your amulet before you leave the Grove of Oaks.

When you've placed the last Birthstone in the golden bowl, the bowl will turn into a flute. If you then return to Darm and Brandywine, they will tell you how to get to Shadowrealm. During your travels you will




come across the Serpent's Grotto, where Malcolm will introduce himself by throwing a knife at you. Nice. It will miss, but you will be killed if you don't throw the knife back. Like many bullies, Malcolm will retreat if you stand up to him, but he will first seal up the entrance to the cave with ice. To shatter the ice, play the flute and you will be able to enter the labyrinth of Shadowrealm.

## CHAPTER THREE – SHADOWREALM

Shadowrealm is a huge labyrinth made up of caverns connected with a variety of entrances and exits. Some of the caverns contain fireberry bushes which may be picked up and used to light your way. If you enter a cave without any fireberries, you will be attacked by the shadow wraiths and die.

Fireberries only last for three caverns when carried, but you can leave them on the ground to light caves as markers. You must work your way through the labyrinth from one bush to another. The map shows the most direct route to take.

Once you cross the cavern with the iron gate, the gate will imprison you in the labyrinth. To open it, you need to collect rocks strewn throughout the caverns. There are five rocks, and you must find them all and throw them into the counterbalance. The locations of the rocks are shown on the map.

To cross the Chasm of Everfall and enter Faeriewood, you need to complete the Pantheon of Moonlight by picking up the coin in the Cavern of Twilight, and dropping it into the wishing well near Darm's house. When you throw the coin into the well, a moonstone will appear. To complete the Pantheon of




The serene beauty of the twilight, the soft sound of the sea, the brutal grating of Brandon's moaning...

Moonlight, place the moonstone in the pedestal base, and the purple gem of the amulet will be activated. Using this gem will enable you to float about in the labyrinth without the aid of fireberries.

Before crossing the Chasm of Everfall, find the key which is in a cavern across the Volcanic River. This may be found to the right of the Chasm of Everfall, but can only be crossed when you're in will-o-wisp form. Freeze the Volcanic River by reading Darm's scroll.

Also, it is useful to pick up an emerald from the Emerald Cave as you will need one later on. Using the will-o-wisp, float across the Chasm of Everfall, and enter Faeriewood – to meet Zanthia the Alchemist.

Will Brandon survive Faeriewood? Will Malcolm push him a little too far? Who is the mysterious Zanthia? And is Kallak all that he seems? (Well, yes he is actually – but you have to try to make him sound windswept and interesting, don't you?)

## OH NO! IT'S THE PATHETIC TIPS!

Taken from the thousands of GameBusters letters we receive each month in **Amiga Format**, we choose the funniest or most bizarre and give them a special box of their own. Read on at your peril...




Bill's a 'sucker' for his 'fans' – they're a 'platform' for his 'escalating' success... (Crap Jokes 'R' Us.)

**John Gennett of Glasgow was among several readers who offered level codes for Psygnosis' popular *Bill's Tomato Game*. Thanks, lads, but you haven't realised that each copy of the game has its own personalised set of codes – so they won't work on anyone else's version. Nice try, though.**



Who on Earth wore dungarees in ancient Byzantium? Apparently this guy did.

**Megalomaniac of the month award goes to Mick Walsh of Leicester, who's a fan of MicroProse's strategy game *Civilization*. He writes: "Having just won my fourth King level in a row against seven enemies, and seeing the message: 'Your civilization has conquered the entire planet,' I feel qualified to offer this hint: NEVER FEAR TO USE NUCLEAR WEAPONS WHOLESALE. LET THE FEAR BE YOUR ENEMIES." Er, yes Mick. Trained in the Saddam Hussein school of diplomacy, were we?**

**That's enough crap tips for one issue, I think... join us again next month.**

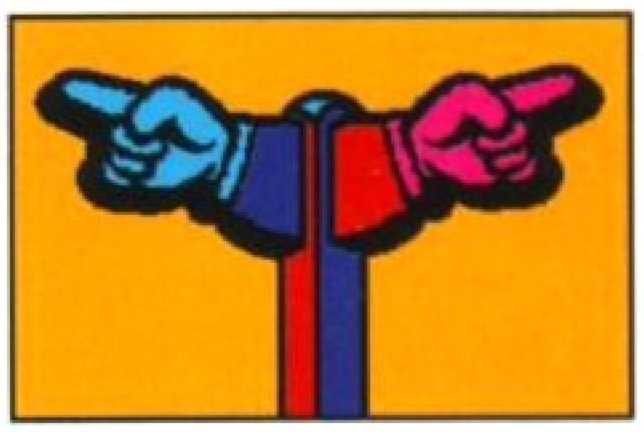
**MONKEYING AROUND ONCE MORE...**

**Oh, incidentally, remember Jonny Reed's crap tip last month concerning *Monkey Island 2*? You know, the one where you hold down both Alt keys and both Amiga keys, and you are asked if you wish to win?**

**Well, since then Matt and Annie Bowman from Liverpool have pointed out that if you hold down Alt and hit W, you are in fact asked 'Do you want to win?'. This is still extremely bizarre, but it does actually work. Those crazy people at LucasArts, eh?**

**Congratulations to the lucky pair, who win a couple of extra-special *Amiga Format* enamel badges for pointing this out.**

**That's definitely it for now – byeeeee!**



# Helping Hand

Blimey heck! The months fly by, don't they? It only seems like a month since the last page full of game tips and queries. (That's because it has only been a month since the last Helping Hand – Ed.) **Andy Nuttall** is this month's Master of Ceremonies…

## MAKE AN APE OF YOURSELF



Ooer! It seems that Rum's been getting some of you down...

**I recently read your solution to *Monkey Island 2*. Unfortunately, though, I am stuck at Captain Rum's place, and I can't seem to switch the grog. Can you give me a more detailed description of how to do it please?**

**Chris McArthur**
**Scarborough**

**I'm stuck in Captain Rum's cottage! I have all the necessary items, and I've followed your instructions, but I still end up with one hell of a hangover on the beach... can you help?**

**Mike Keyworth**
**Redditch**

***Yeah, of course we can. When you're setting Kate free, get the near-grog from the shelves behind the jail cell. Later on, when you're in Captain Rum's house, talk to him for a while and challenge him to a fight. He'll challenge you to a grog-drinking contest, and he'll then go out to get some mugs. When he returns with a mug of grog, and then leaves again, empty the grog into the bush at the back of the room. Replace it with the near-grog, then let the contest begin!***

## Taidgh the high road

Please can you help me with *Lure of the Temptress*. I cannot find Taidgh – do you know where he is?

**R Burnley**
**Stamford**




Ha, ha. Just joking, sir. Didn't mean it, your largeness. Oh dear, ground swallow me up.

I seem to have run into a few problems with *Lure of the Temptress*. I can get into the Weregate, and get through the first cave room. I arrive at a green room, but I can't open the door to the third room. I've tried twisting the skulls in the second room, but to no avail. If I win, can you send me *Loom* by LucasArts?

**Peter Donaldson**
**Hartlepool**

*Taidgh isn't actually in the game, you just need to know who he is and where he lives.*

*In the green cave beyond Weregate, tell Goewin to pull the right-hand skull then go through the door on the left when it opens. Ta-daaaa.*

*By the way, Peter, we don't give prizes for questions in Helping Hand, only answers. Nice try, though!*

## For God's sake

Help! I'm having difficulty finding a solution for *Gods*. Could you give me a cheat for infinite lives or energy?

**Peter Donnelly**
**Perth, Australia**

*Here's a tip from Alex Barley: 1) On level two, buy a shield and magic potion, then get three fireballs and three stars. Spend the rest of your money on food and health, then collect all of the gems in the usual manner. Get a key, then make for the exit – make sure that you don't have enough energy to survive the first contact.*

*Before descending the ladder, release your magic potion, climb down and open the door. Stand in front of the door, but don't push up. Wait until the thieves jump down at you, then push the joystick up. You will probably lose that life, but your bonus will start to increase. The game will then start on world two with 28 extra men and around five million points. Rich enough for ya?*

## Stop that, it's silly

I have just bought *Sensible Soccer* 1993 edition. As I let my seven-year-old son play it, I thought I had better back-up the disks, but when I try I get the message 'not a DOS disk'. Is it not possible to back-up these disks?

Also, in *Curse of Enchantia* I am stuck in the underground caves. I've done most of the tasks, but I can't get out. I think it's something to do with the well.

**Alan Micklewright**
**Oxford**

*Most commercial software developers build some kind of protection into their disks so that people can't copy them – Sensible Software are no different. Unfortunately, it means you can't back-up your disks even for personal use, so you'll just have to trust your original disks.*




Hang on a minute, aren't you one of the lemmings? Your in the wrong game, mate.

*You're stuck remarkably near the start of* Curse of Enchantia*! No, sorry, this part can be rather confusing. In the cave corridors, you must get all the boulders, then give them to the rock basher. Take the coin, tie the wire to the loops, then take the mud. Wear the helmet, then go into the well room. Throw the coin into the well, then take the helmet and you'll be free.*

## Electronic jammmmmming

Please would you print a cheat for *Batman* and *Skidoo*. Even some hints would do. Anything. Help.

**Thomas Stocks**
**Parbold**

*In* Batman*, type JAMMMMMM (and any other Ms which may be necessary) on the title screen until the screen flips over. Now press F10 to skip levels, and other function keys give messages. Type the cheat in again to turn the cheat mode off.*

*I know of no cheat for* Skidoo*, though. In fact, I've never heard of the game! Can anybody out there help?*

## Crap Inc

I am a wrestling fan who has recently purchased *WWF European Rampage*. Despite all my efforts, I can't get past Money Inc on the second stage. Can you help?

**Darren Bailes**
**Bishop Auckland**

*You sad, sad man.*

## MORE TIPS WANTED!

**Unfortunately, that's all we have space for here. Keep the letters flooding in, because remember – we read all of them very carefully. As long as you don't send any Action Replay codes we will consider printing any cheats, hints, tips or maps – you may even win a prize!**

**At any rate, we'll be here – same time, same place – next month. See ya then!**

**If you're stuck on a particular game or have a solution to a letter printed in the magazine, then write it down and send it in to us at HELPING HAND Amiga Format, 30 Monmouth Street, Bath BA1 2BW.**

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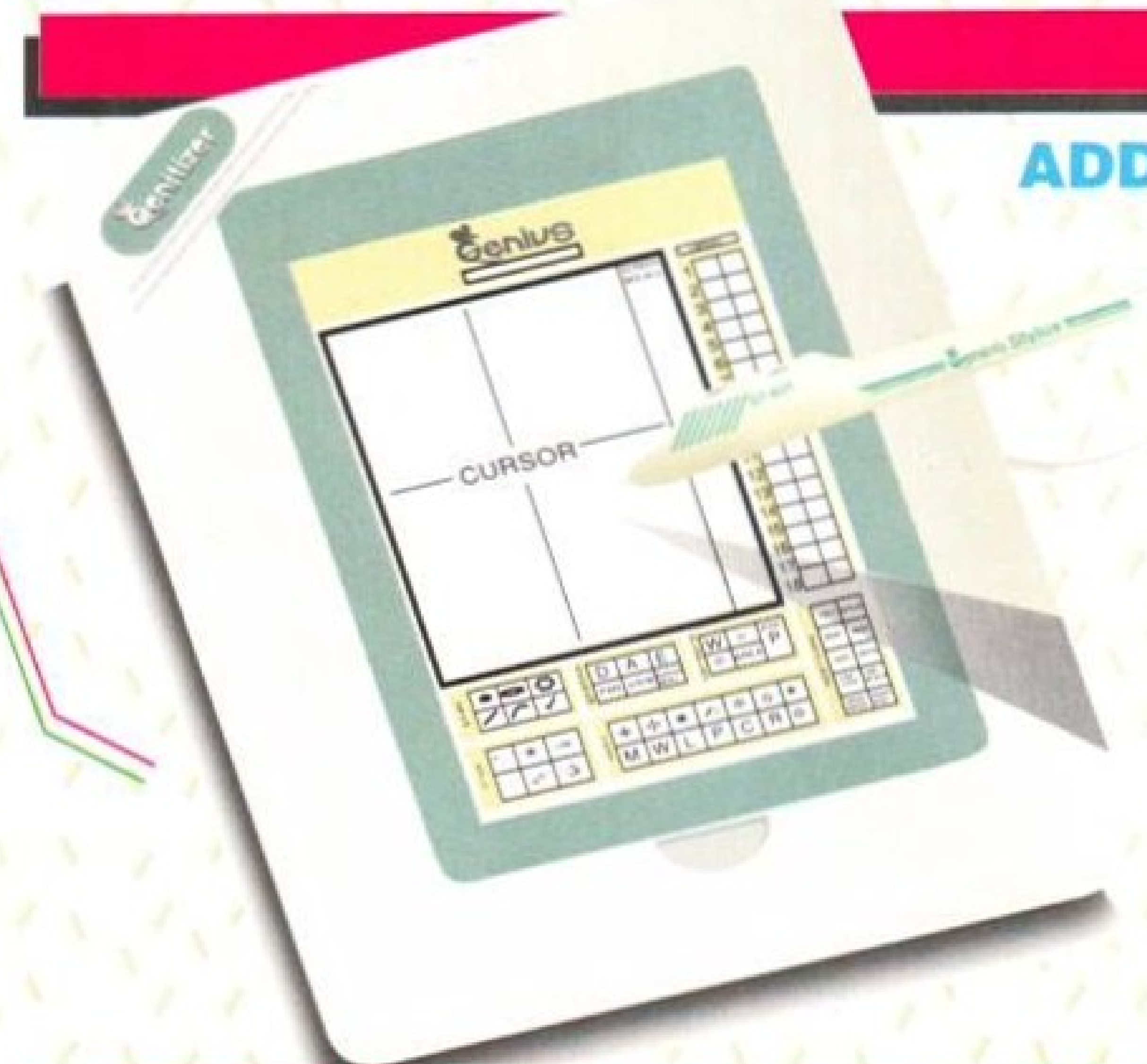
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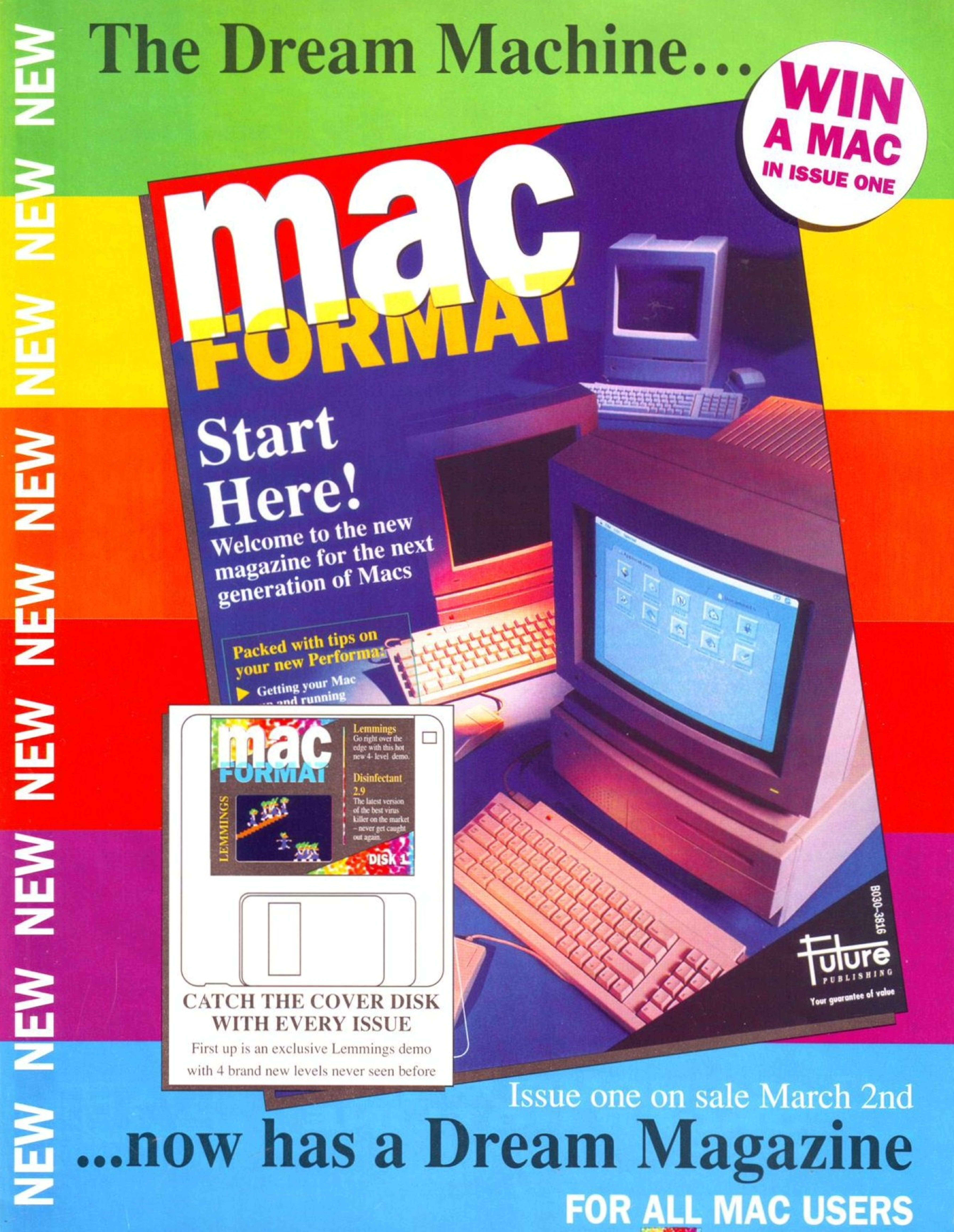
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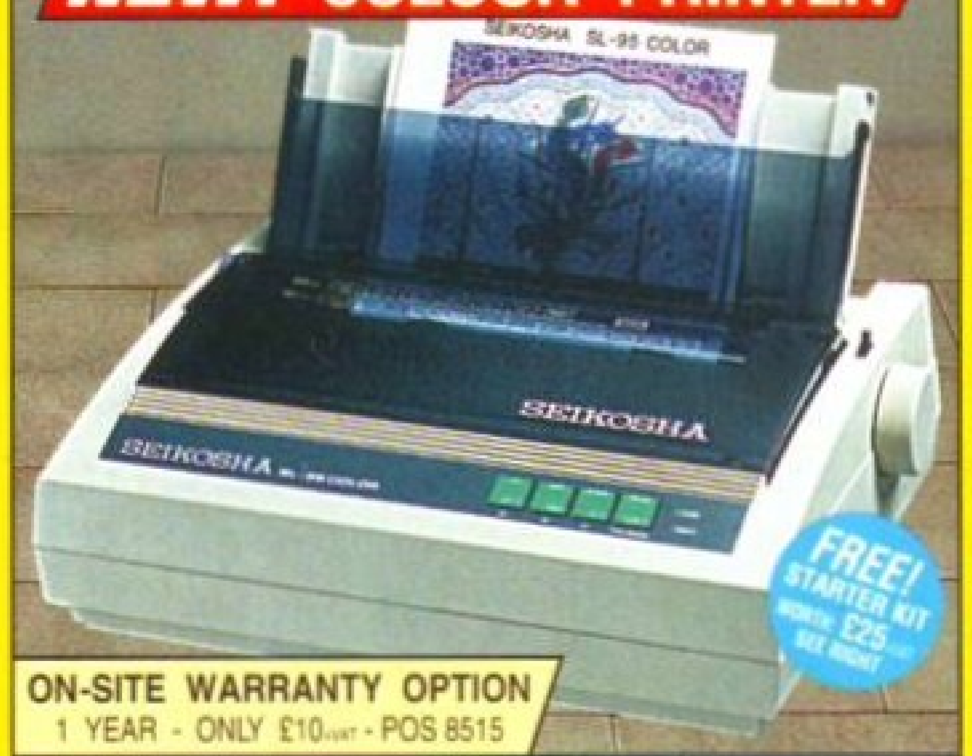
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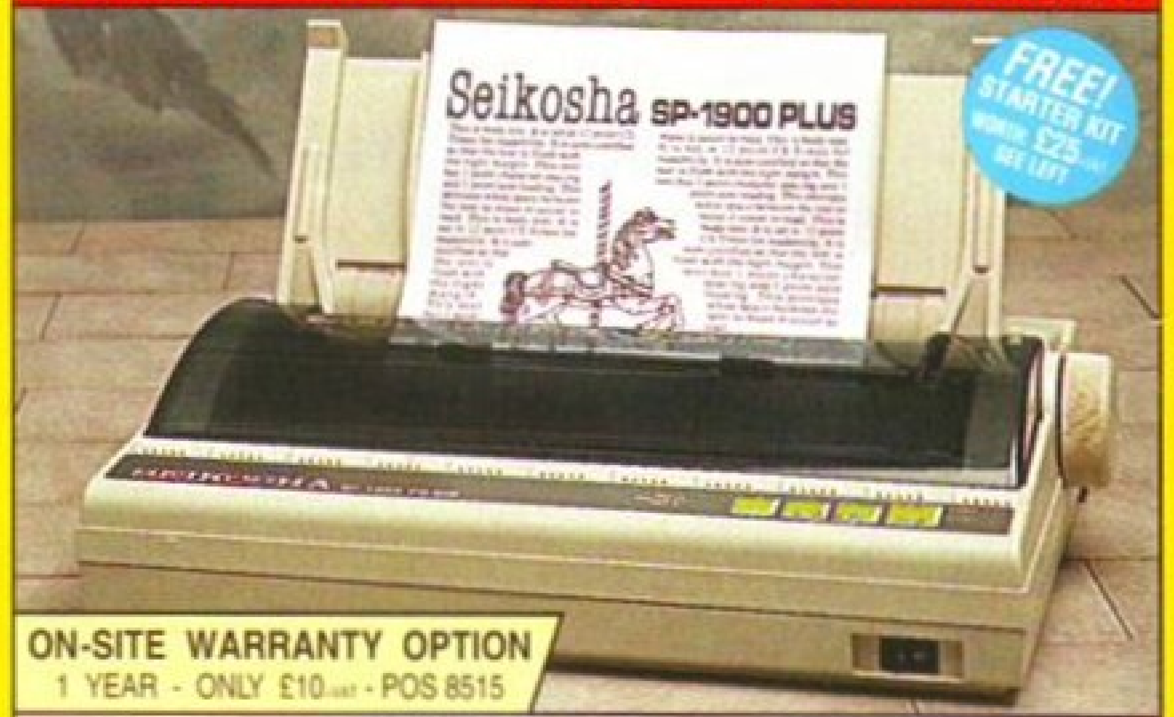



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The Verdict, our at-a-glance overall rating, is a percentage: it's based on sheer quality, but with price taken into account, so that you know what kind of a deal you get.

# Let's get serious!

Here's the bit of the mag where we put the joysticks down for a while and join **Marcus Dyson** as he takes a look at some of the month's big 'serious' releases…



## DTP
### ART EXPRESSION
If you're trying to create exciting logos, and smooth graphics for your desktop publishing documents, Soft Logik think they may have the answer to your problems. *Art Expression* is their newly released structured-drawing package, can it hope to be as good as their DTP program *PageStream*? More importantly can it hope to challenge Gold Disk's *Professional Draw*? **Page 138**

## Music
### DREAM GMX-1
If you're making music with your Amiga, you'll want to use more than the internal sound chip for your sounds. You can of course use a sampler, or the costlier option of a Tone Module – more expensive that is, until now. Zone Distribution have a new sound module for about the same money you would expect to pay for a quality sampler. **Page 142**

## DTP
### PAGESETTER 3
One thing that has always disappointed us about DTP programs on the Amiga, has been the poor screen display of coloured graphics. But now you can say goodbye to mono screen previews with the latest release of Gold Disk's *PageSetter*, which features a full 256-colour screen display on AGA chip set machines. *PageSetter 3* still represents the best-value Amiga DTP package to date, but is the new version any good? **Page 146**

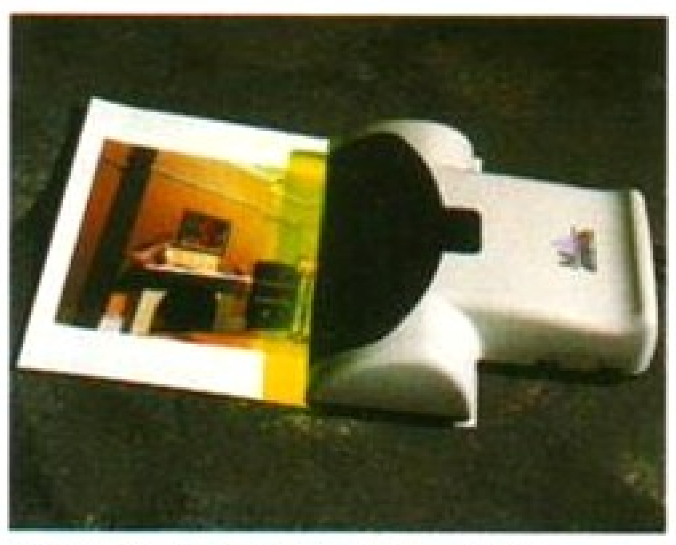
## Music
### CLARITY 16
Microdeal, king of the 8-bit Amiga samplers, aim to prove that 16-bit sampling isn't only the domain of the elite Fairlight and Synclavier bunch. But is this possible for under £150 on the Amiga? Are they talking hogwash? Read on… **Page 149**



## Graphics
### DELUXE PAINT 4 AGA
Electronic Arts' *DeluxePaint* series of programs have always ruled the roost as far as paint packages for the basic Amiga machines are concerned. But since the A4000 and A1200 were launched, there have been no programs that take advantage of their new screen modes, until now that is. Check out if EA have managed to do it again on… **Page 132**



## Graphics
### PERSONAL PAINT
This is another package designed to get the most from the new AGA chip set screen modes. While it can't manage the 262,000 colours of new HAM8 mode, it shines in 256 colours. There are also some surprising new and tasty image-processing modes hidden in there too. Read all about it on… **Page 136**



## Colour scanning
### POWER AND EPSON COLOUR SCANNERS
Whilst mono scanners for the Amiga are available in abundance, colour ones are less common. We take a look at a couple of new entries into the field. One is a handy hand-held and the other's a full-blown professional flatbed, both of them offer features previously unseen at their price point. **Page 154**



## Word processing
### EXCELLENCE!
When the programmers of *Scribble!* (*AF*41 Coverdisk) wrote their excellent word processor, I doubt they imagined it would evolve into a full-blown word publisher, in the form of *Excellence!*. If you need to put pictures to your words, and print it all out in quality fashion, is this the program for you? **Page 158**

## Education
### ADI
We take a look at three new education programs for 13/14-year-olds from Europress Software. Learn French, Maths and English the Adi way on… **Page 165**

Electronic Arts' fourth incarnation of DPaint really comes of age. **Brian Larkman** goes gaga for the AGA while trying out.....

# DeluxePaint AGA

Art Package ■ £99.99 ■ Electronic Arts







Over the years, Electronic Arts have used Pictures of King Tut to symbolise the power of *Deluxe Paint*. From Avril Harrison's first 32 colour version (still a classic), to the latest HAM8 'turning head' by Don Woo – the best features of the program are illustrated in the best possible way; by artwork produced with them!

**DELUXEPAINT AGA** is available from Electronic Arts 0753 549442

**SO AT LAST** it's here; the Amiga we've not been holding our breath for. The Amiga that puts the best graphical system back up there with the Macs and PCs. The Amiga with 256 standard, and 260,000 HAM colours and all this in up to 1472 x 566 overscan pixels. With all this power you've just got to have a decent paint program, and where better to look for it than Electronic Arts, the producers of the best standard paint program – *DeluxePaint*. True to form, EA have rushed out an upgrade that provides all of the new modes and resolutions and a few other tricks besides. But does it really USE the potential of this great system?

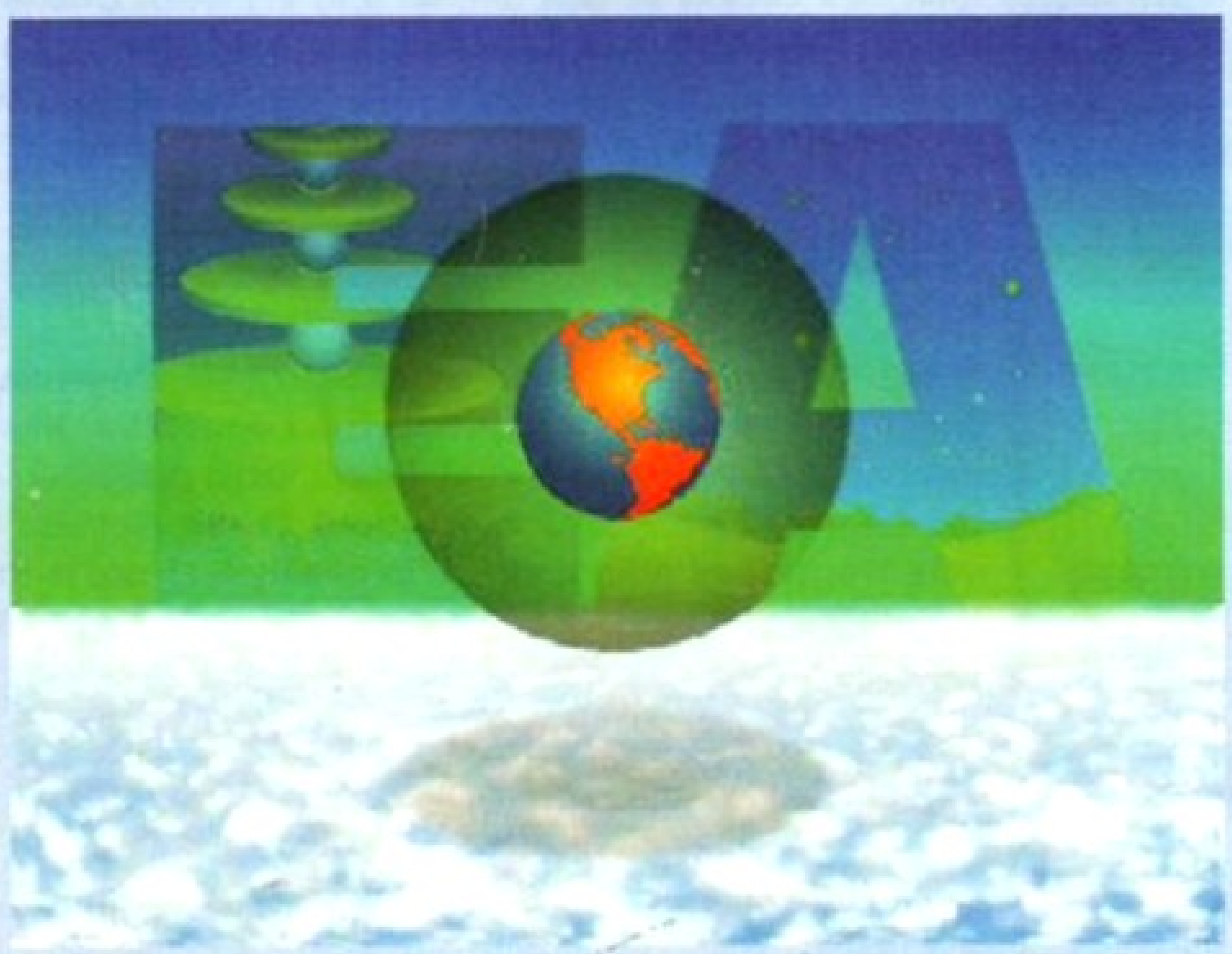
The major overhaul of *DPaint* took place last year with version IV supporting HAM – a development that Dan Silva, the 'inventor' of *DPaint*, resisted. That upheaval produced a sort of hybrid program that I have always found unsatisfying, and somehow incomplete. Now we know why – it needed the AGA!

**Using *DPaint AGA*** for the first time is a curious experience that everyone using newly AGAised software will feel, especially if it was a really well-loved package. It seems both familiar and foreign at the same time. All of the usual tools and palettes, requesters and gadgets are there but they seem smoother and more sophisticated. The reason? More colours at a higher resolution (due to the new chip-set rather than the program) plus a few subtle ideas from EA. For example, all named gadgets on requesters now have a letter underlined as a keyboard equivalent, a trick betraying EA's Windows involvement. Neat though.

But painting, not gadgets and requesters, are what you will buy this set-up for, and it's here that the real transformation has taken place. More colours means that you are no longer stuck with only two or three decent smooth gradients, or re-arranging palettes in the middle of a drawing. Transparent objects really look transparent and tints really give you the colours that you expect. Mind you, human nature being what it is, you will soon start expecting exactly the right shades, and even 256 colours will not be enough.

Never mind, a trip to the new Screen Format requester and you can acquire 250,000 extra colours with HAM8. Now every shade is perfect, though animation is – not surprisingly – just as slow as it was with standard HAM. Trouble is, now those low resolution pixels look huge and chunky. Time for another change of format, this time to 640 x 256 or event 1280 x 512 – every mode works with all those 256 or 260,000 colours. Amazing.

**Of course, all** of this is a product of the AGA chipset, not just EA's programming, so let's have a look at their contribution. Most of the new features are related to the AGA support or other new Amiga system functions. 24-bit IFF files can now be loaded, but not saved as the system only works in 8-bit internally. 8-bit and HAM8 anims and animbrushes are supported; at last, cut and paste to the Clipboard (and hence other programs) is provided; there is a new Player that supports the AGA; AppItems (AppIcons and AppMenus) can be used – drop

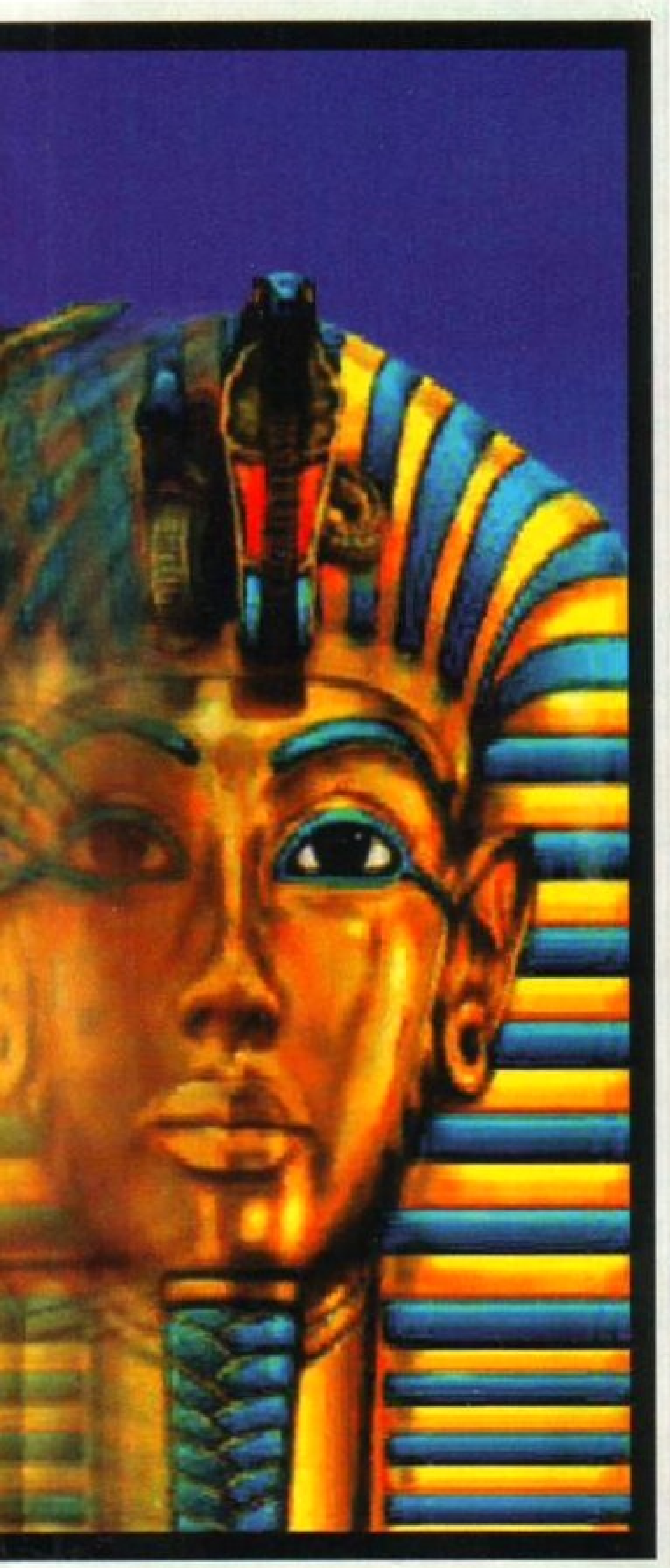


## RUB THROUGH

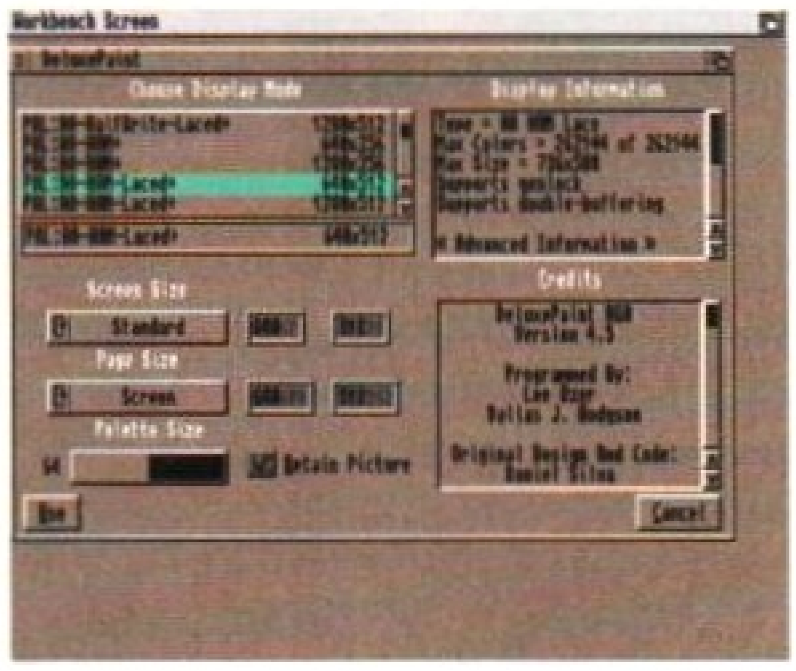
The letters 'EA' here are a good example of the Rub Thru facility – the interior pictures were on a spare page and revealed by pasting the letter with Translucency and Lightbox both enabled. The 'atmosphere' is a gradient sphere with about 50 per cent translucency.

Notice the subtle range of colours – almost 24-bit quality! (A 640 x 512 screen only has 327,680 pixels in total. If 266,000 can be different and chosen from a 24-bit palette, there should be no difference from a true 24-bit display.

The only drawback for the majority of Amiga owners is that to create masterpieces like this with *DeluxePaint IV AGA*, you have to be in possession of an A1200 or 4000.



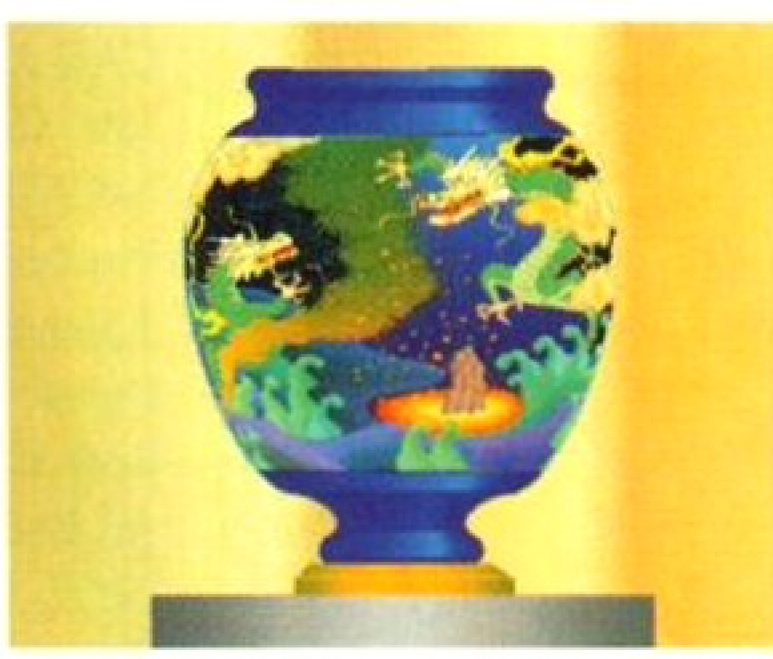
**SO WHAT'S NEW?**



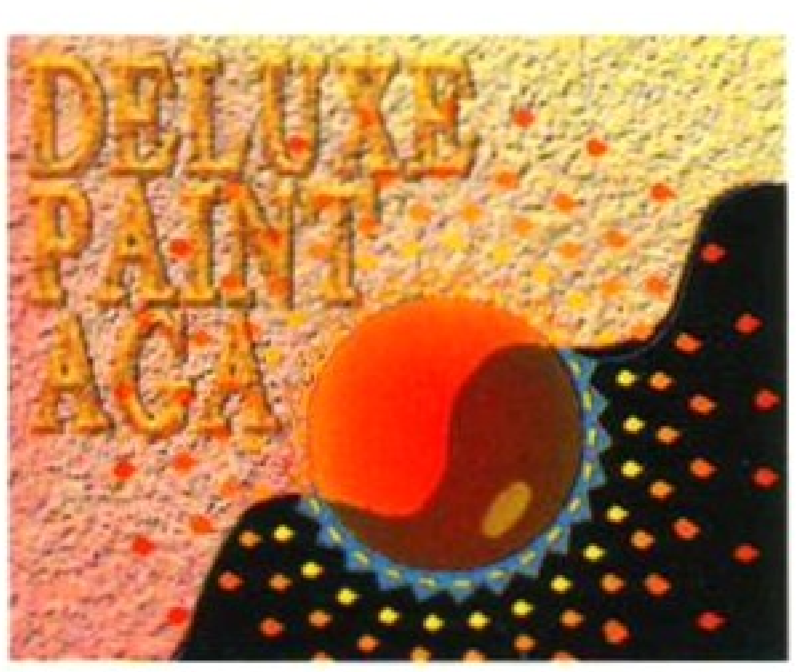
**The complete range of available screen formats can be selected from this requester. The order can be confusing; pity it cannot be re-arranged by size, mode, or bit depth. All the extra info is very useful though.**



**Only 256 colours were used here at Productivity (VGA-640 x 480) resolution. For most drawings executed from scratch, standard mode – even with its more limited range of colours – can outweigh the slowness of HAM8 modes. Most artists are used to limited palettes, but want a fast, fluid drawing style.**



**Using the Dragons picture, this vase was drawn in about 20 minutes using a variety of gradients. With a good range of colours and a high resolution, the results are excellent. The huge palette now available shows off the power of the various gradient fill types to much greater advantage than the old HAM palette.**




**Translucency, gradient-fill and Rub Thru have been used here to produce an abstract composition with some subtle colour gradients that will probably not transfer to the printed page. Although the Translucency and Rub Through features are very welcome, transparency in general does not have enough control. An Alpha channel, or feathered edges to brushes, or both, would be a great improvement.**

a picture icon on to the AppIcon on the Workbench and it is loaded into the program and displayed; morphing can now be full screen (if memory allows) and in either direction. The best two features, however, are Rub Thru and support for pressure sensitive devices.

**You've probably seen** Rub Thru in *PhotonPaint*, *DigiPaint* or even *TVPaint*. The spare screen is used either blank or with an image and as you draw into it, instead of the chosen colour, the image on the main screen is revealed like the winning numbers on a newspaper's Bingo card. This can be an effective device, though *PhotonPaint* and *DigiPaint* do a better job because they have variable transparency tools and so the revealed image has soft edges. Used carefully, it can smoothly blend an object into a scene, but only with this softening. This is where *DPaint* sucks!

Even more exciting, though the cause of much future expense, is pressure-sensitive support. This is a real first for Electronics Arts. To the best of my knowledge, this is the first mainstream Amiga product that supports these miracles. The Calcomp Drawing Pad, like the Wacom Tablets used by OpalVision, is a straightforward cordless digitising tablet, but the tip of the stylus is pressure sensitive. As you draw, it senses the pressure you use and varies the weight of the mark – either the thickness of the line, the thickness of the paint or both – reproducing the variations of natural line drawing and painting almost perfectly.

The sensitivity achieved has to be experienced to be believed. How well it works with *DPaint* is uncertain because no driver software was available from Calcomp. As soon as we have tried it we will let you know how it feels.

**So all in all**, *Deluxe Paint AGA* is a pretty stunning package. But it must be realised that the AGA has only been out a few months. In time a lot more features should become available – either from Electronic Arts or from some other developer. Take the new system from Digital Creations – the makers of DCTV; it's called *Brilliance* and the features list of that really makes you sit up straight. *Deluxe Paint* has been the best for a long time, but it is beginning to show its age. And a number of quirks still haven't been fixed. (When are they going to let us paint under the toolbox menu?)

With the new power of AGA comes a new responsibility to provide tools that really use it. A few things that come to mind are a 'true' airbrush, more image processing (negative, emboss, blur, convolution, etc), fill and selection tolerance, representative icons with image size (like Deluxe PHotoLab), JPEG file compression, variable power Blend, Smear, Smooth, etc.

Most of all though, *DPaint* needs controllable transparency. This could be an alpha channel, variable width edge-featuring, or at least variable transparency like *PhotonPaint* – preferably all of them. Without this facility, 'true-colour' work is difficult; and *DPaint* will be left behind by new generation packages. But then I can't believe EA don't know this!

But for the price *DPaint* is still an amazing package. It allows true colour animation of astonishing power and flexibility, and a superb range of image manipulation tools, including some of the best perspective tools on any machine. Apart from *Personal Paint*, which has many weaknesses (see Page 136), *DPaint* is the only paint package to use the AGA and I couldn't do without it. It's a blast!

**DeluxePaint AGA**

**SPEED** ●●●
About the same as *DPIV* — the 020 balances the extra colours. An accelerator would help!

**DOCUMENTATION** ●●●●
At the moment the good *DPIV* manual plus a Read-me – but that's all you need!

**ACCESSIBILITY** ●●●●●
It's what most of us learned on, so this is the standard.

**FEATURES** ●●●●
Very broad, but not quite deep enough. Some tools need more variable control.

**VALUE** ●●●●
A phenomenal program, and there's nothing on the market that can beat it. I want one!

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Stop shooting in the dark. At last there's an image-processing program with a proper visual interface. **Brian Larkman** discovers the hidden depths of...

# Personal Paint

AGA Paint & Image Processing Package
■ £59.99 ■ Cloanto



**DON'T BE DECEIVED** by first impressions. To begin with *Personal Paint* looks like a mediocre *DeluxePaint* clone (and closer to version *II* than *IV*). No perspective, no animation and no HAM (8 or otherwise). But once you delve into the program, you realise this is more of an image-processing program with paint tools than a paint program with image processing. And thankfully, someone has at last come up with a program where you can look at the image, not a screen full of boring 3D buttons and 'fuel gauges'.

**PERSONAL PAINT is available from Micro-PACE 0753 551888.**

The developers of first-generation image processing systems are easy meat to criticise though. They had a limited set of standard modes to work with, and a very slow processor as a base machine. As a result you have three choices, working blind with 24-bit images that you cannot display properly in *Art Department Professional* or *ImageMaster*; fighting the fringes by using *Photon Paint*'s colour modes; or juggling palettes trying to get the limited Smear, Blend and Smooth tools of *DPaint* to work as you want.

Now, though, one of the joys of the new second generation AGA Amiga graphics is that 256 shades can display very close to 'true' colour – which means proper image-manipulation tools. You can now process realistic images quickly on-screen, using standard Amiga display modes. *Personal Paint* is hopefully just the first of many that do just that. So what are the tricks on offer?



**The combination of Watercolour and Raised effects produces an oil-paint and palette knife effect for the main rider. Embossing the background produces the 'carved from the stone' look.**

Let's start at the weak end of the spectrum – the paint tools. All of the usual ones are there: free hand, curved and straight lines, circle, rectangle, ellipse and irregular polygons, filled and outline – airbrush, fill, text, grid, magnify – gradients, stencil, all operating more or less like *DPaint*. The trouble is they are missing the user-definable parameters and painting tricks that make *DPaint* so unique. True, *Personal Paint* has some interesting tricks of its own, like four-point curves and proper contour fill, but the lack of fine tuning marks it down as a full paint program.

Image-processing, though, is where *Personal Paint* shines. It's features here prove what its real role is – to break the mould of Amiga paint programs.

Processing can be applied in one of three ways: to the whole screen, to a brush or to a selected area of the screen (via a special toolbox icon). A Processing Filter requester enables a wide range of pre-defined filters to be selected from a list. Many of these are illustrated opposite. Each one of the named filters can be edited to fine-tune it or to make a completely new process, which can be added to the list. The methods provided include Convolution with Division Factor and Bias, Popularity, Random, Dispersed, Clustered and Floyd-Steinberg filters. When you think of the combinations that these can provide, then you have an almost infinite variety.

As well as the convolution tools it is possible to adjust the overall palette for R,G and B brightness, saturation and contrast, though not Gamma. Statistics, reduce colours, and various remapping and palette manipulation features complete the line-up.

Two other sets of features mark out *Personal Paint* as a processing, rather than painting system – PostScript printing support

## IMAGE PROCESSING

***Butcher*** **and** ***Pixmate*** **brought image processing to the Amiga early on in its life. Though they experienced their 15 minutes of fame at the time, they soon faded from sight, mainly because 16 or 32 colours is just not enough to do much with.**

**The real excitement started when 24-bit frame buffers began to become available. First** ***The Art Department*****, then** ***Art Department Professional*** **from ASDG and** ***ImageMaster*** **from BlackBelt brought quality processing to the average user. Meanwhile,** ***PhotoShop*** **on the Apple Macintosh walked away with all the honours for its easy visual interface, virtual memory, zoomed-out editing and 'plug-in' modules.** ***Personal Paint*****, with its visual style, has the potential to emulate some of** ***PhotoShop*****'s ease of use, and if it could use** ***ADPro*****'s modules, it could emulate most of its power too. We live in hope!**



***Personal Paint*** **is not just a paint package, it has image-processing facilities too.**



and the range of file formats handled. There is too little room here to go into detail, but both are pretty good. Finally a pet love of mine: it is possible now to save representative icons so you can see on the Workbench what the picture is. Brilliant.

**So, overall *Personal Paint*** makes a good stab at being an image processor – nowhere near as powerful as *ADPro* or *ImageMaster* but much easier to use, and this is only version 1! What can we expect/hope to see in version 2?

One of the most important functions of a processing system is merging images together – inserting Woody Allen into Hitler's photo-opportunity with no sign of a join. At the very least you need to blend and smear the edge pixels of the pasted brush, something *DPaint* does quite well.

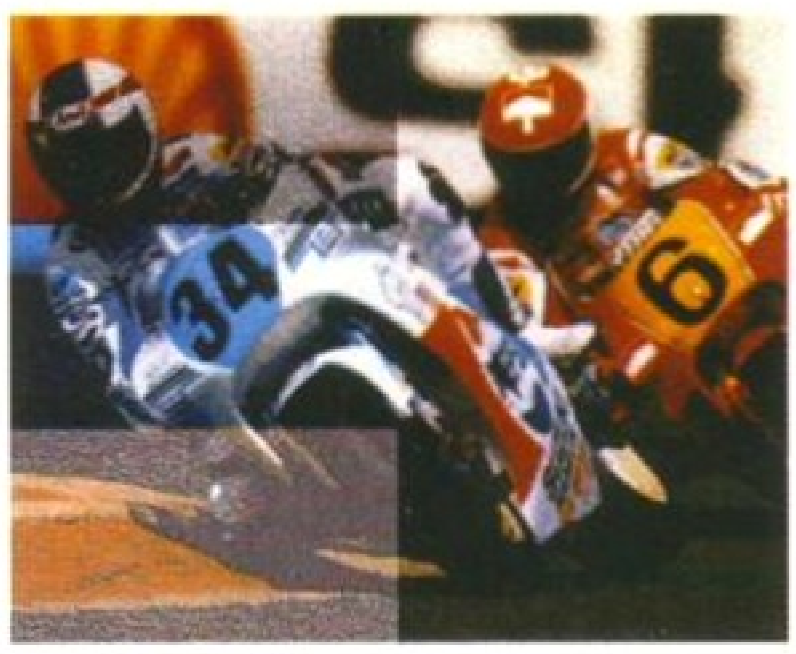
In *Personal Paint* there is no way to get brushes to interact with the main painting surface at all, other than just pasting them down. Here some form of variable transparency is sorely needed, at least at the edges. *DPaint* is also a little weak in this area, but seems like a Quantel Paintbox in comparison. Ideally variable translucency, an Alpha channel and feathered edges are what's needed.



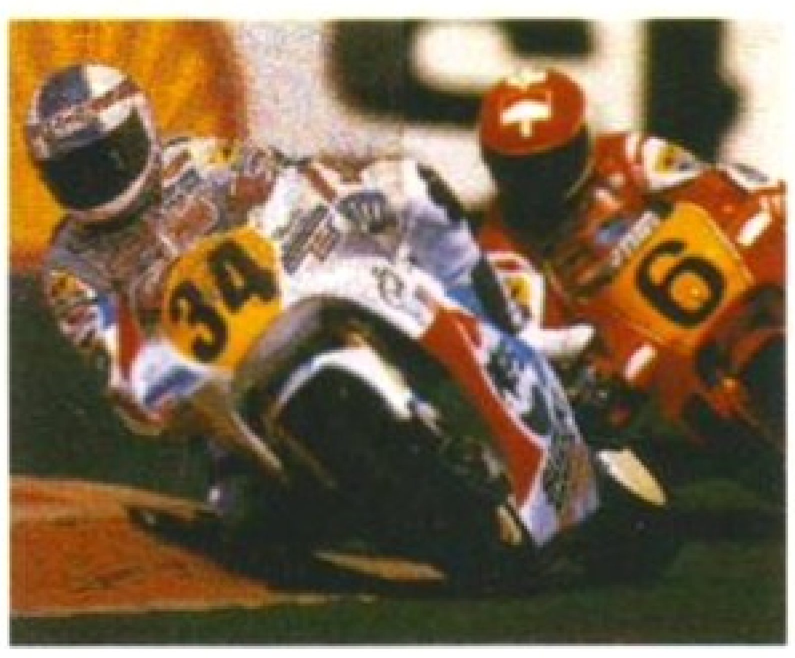
**NEGATIVE**
**Especially useful if you want to scan a colour negative rather than a positive slide.**



**WATERCOLOUR**
**Not quite a proper watercolour effect, but it does look hand painted. Even better with 'Rised' effect shown in the box at bottom left.**



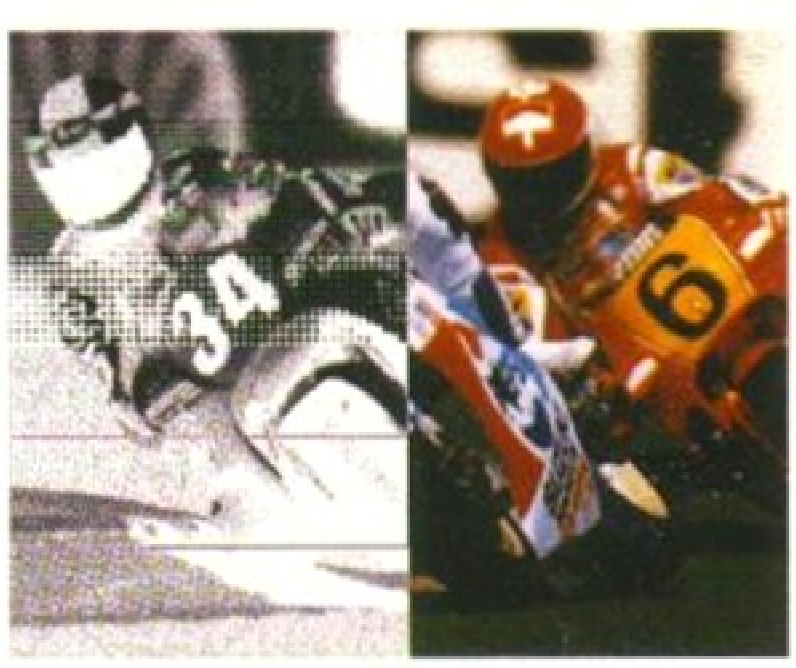
**DARK GRADIENT, TINT, LIGHTEN**
**Obvious really, but all these functions are controllable by percentage and as a gradient in eight directions.**



**SHARP/BLUR**
**Convolution Filters are especially good at blurring and sharpening detail.**



**DEEP EMBOSS**
**This bas relief-type effect is produced by the Emboss function. The effect is nice, if a little limited in its applications.**



**1-BIT DITHERING**
**For use in printing, (half-tone and patterned dithering) these are of use on large pictures that will be printed at 300dpi or greater. Two colour bitmaps like these can also be used as stencils.**



**The interesting effect displayed on the left of this picture is created by the randomise function.**

GIF, PCX, C and CRYPT are all very well as file formats for PC use, but for the Amiga, HAM-E, DCTV and several other formats are required, plus PICT, TIFF, TGA, Rendition and others for full compatibility – and JPEG is now essential. An easy way round this would be to make *Personal Paint* compatible with ASDG's Loaders, Savers and perhaps even Operators. This happens widely in the Apple Macintosh world where many programs support *PhotoShop* (which is a Macintosh image-processing program) 'plug-ins'. To operate effectively though, *Personal Paint* would have to operate in 24-bits internally and support 8-bit HAM. Is this asking too much?

**Unlike conventional painting,** which provides an almost infinite range of textures, shades of colour and effects, the computer artist is limited by the imagination and ingenuity of the program's tools. It's exciting, then, for a computer artist to come across a new program, and a new set of tricks.

*Personal Paint* is not *DeluxePaint* by any means; instead it has its own set of surprises, greatly enhanced by use of the AGA. The challenge of the second generation machines is to the established developers. Will they just upgrade their software to display the 'near-true' colours, or will they provide effective new tools to really use these new modes? Although limited as a paint program, *Personal Paint* shows the way to the producers of the current favourites in both paint and image-processing software.

**Personal Paint**

**SPEED** ●●●●
Image processing is very processor intensive, but generally it moves well.

**DOCUMENTATION** ●●●
The manual has a reasonable reference section and some tutorial help.

**ACCESSIBILITY** ●●●●●
Has a standard *DeluxePaint* interface, and processing while you wait.

**FEATURES** ●●●●
Good image processing and printing – but weak painting.

**VALUE** ●●●●
Expensive for a paint program, but cheap considering the image processing functions.

**Verdict 79%**

Could Professional Draw's dominance of the structured-drawing market be coming to an end? **Jason Holborn** looks at the latest contender from Soft-Logic…

# Art Expression

Structured drawing ■ £169.95 ■ Soft-Logic




*Art Expression* is capable of loading and displaying illustrations in a variety of different formats, including EPS – these can be dispayed in full colour.

**ART EXPRESSION is available from Silica Systems on 081-309 1111**

**FOR MANY YEARS**, Gold Disk have dominated the desktop publishing structured-drawing market. Now, though, their monopoly is under threat from Soft-Logic – the developers of *Professional Page*'s rival, *PageStream*. Their new *Art Expression* program is for DTP users who need to include high-resolution, jaggie-free illustrations in their documents.

Like Gold Disk's *ProDraw* (***AF39***, 92 per cent) this is a structured-drawing program designed specifically for the production of illustrations and artwork for DTP. Unlike a bitmap-based paint program like *DPaint*, *Art Expression* images are not held as a series of coloured pixels. Instead, its illustrations could better be compared to a CAD system, where each line, curve and point is held as a series of coordinates, with complex illustrations being made up from these three basic primitives.

Structured-drawing programs enable Amiga DTPers to produce illustrations that can be printed at the highest resolution of your printer. If you have access to a professional imagesetter, then this means over 2,400dpi images – that's like having almost six million pixels for every square inch of print out!

**Like its page-layout** system, *PageStream*, Soft-Logic's latest product boasts a full Workbench 2.0-compatible user interface. *Art Expression*'s main screen comprises two windows, one of which is your work page, the other is used to construct your structured images. The second window is a *PageStream*-like toolbox, this has a selection of commonly used drawing tools, including straight lines, bezier curves, boxes, circles and the obligatory freehand drawing mode that converts your scribble into a series of bezier curves.

The quality of these basic editing tools is very good, and it's surprisingly simple to get very respectable results. *ProDraw*'s editing tools are sometimes a little irresponsive, but *Art Expression*'s are more precise. That said, problems do occasionally crop up – when constructing a line from a series of bezier curves the program sometimes forgets the position of the last mouse click, even though the line that the point just completed is displayed. This can be initially confusing, resulting in further mistakes that have to be corrected manually. Once you are able to spot when this 'bug' occurs, you'll just ignore it and mark the point again.

## FROM BITMAP TO OUTLINE

Also included in the *Art Expression* package is an enhanced version of the excellent BitMap Editor (BME). Although similar to a conventional paint program, BME has been optimised for handling bitmapped images within DTP applications.

Although BME can handle images with up to 32 colours, all images shown on screen in 16 grey scales are at a reduced size. This enables images larger than the standard Amiga screen modes can handle (scans, for example) to be viewed. BME also enables you to tidy up images, cut out areas of graphics and crop images to any size.

What makes BME such a useful companion product to *Art Expression* is the inclusion of a new Trace function that looks, and in fact is very similar to the Trace utility bundled with Gold Disk's *Professional Draw*. The Trace function will take any image loaded into BME and then literally trace around it to produce a structured version of your bitmap. BME gives you extensive control over the tracing process, although it has to be said that BME's Trace is nowhere near as good as the Trace utility bundled with *ProDraw*. Traced illustrations often exhibit signs of mismatching of colour areas which have to be tidied up by hand.

One nice aspect of the Trace function, though, is the way it actually shows you the bitmap being traced. Although this is not much use, it's a cosmetic feature that does come in handy because it quickly shows you how the trace is progressing. It can also help you adjust the trace parameters to ensure the best possible results.



**Soft Logic's BME is bundled with *Art Expression* and can convert bitmapped images into structured drawings.**




You'll find within the program a plethora of editing tools that can be used to modify existing objects. The main toolbox window includes a selection of these, but further options are available from pull-down menus. All the usual editing features are here, including the ability to pull out individual points, add points, delete points, scale and rotate. These can be applied to more complex objects by grouping several of them into one.

Some *ProDraw*-like features make an appearance too, including a 'Blend' function that transforms one object into another using a sort of morphing technique. This proves useful when you want to add shading to your illustration – all you do is create the start and end sections of the shading, and then the program will smoothly blend the two objects together by creating shaded objects in-between.

If you need to create artwork in full colour, then *Art Expression* can do this too. Although it only runs in a 16-colour screen, it uses the same dithering techniques used by its rival to display an apparently larger number of colours.

Unlike *ProDraw*, *Art Expression* doesn't support Pantone colour selection, although their nearest equivalents can be defined using either mechanical or RGB values. To be perfectly honest, though, Pantone isn't much use to most people, but many professionals insist on it. Extended screen support would be nice too – with the A1200 and A4000 now a couple of months old, surely Soft-Logic could have built-in support for the new AA chip set. You can bet that Gold Disk will when *ProDraw 4* finally hits the shelves.

**One big advantage** of *Art Expression* over its main rival is that it has full support for EPS files, which can be displayed in full colour and edited in the program. This is one area where *ProDraw* is really lacking – if you load an EPS file into *ProDraw*, it simply displays a grey box to indicate the image's boundaries. Rumour has it that Gold Disk will address this in the new release of *ProDraw*, so this won't be an asset for long.

*Art Expression* can also load in IFF DR2D files, a very rare format that is hardly used these days. Surprisingly, though, you are only provided with very limited support for Gold Disk's proprietary 'CLIP' format. Maybe this is a snub aimed at Gold Disk, but the fact remains that 'CLIP' is still the most popular format for structured images on the Amiga. If this is the case, then Soft-Logic are cutting off their nose to spite their face – after all, if 'CLIP' support had been built in, they could have extended their potential userbase by selling *Art Expression* to *ProPage* users too. As it is, all that *Art Expression* offers in terms of 'CLIP' file support is a small utility that converts 'CLIP' files to DR2D format. Unfortunately, the conversion process only works in one direction!

From first impressions, it looks like a real giant killer of a program, but continued use reveals its limitations. The lack of 'CLIP' file support, a rather flaky trace function (see separate box) and some rather temperamental editing tools proves frustrating. Soft-Logic's *PageStream* may have stolen the thunder from *ProPage*, but *Art Expression* certainly isn't going to leave *ProDraw* for dead. That's not to say that it is bad – it's just not qualified enough to justify its high price tag. Not only that, but *ProDraw* is still the most logical and easy to use of the two programs. I know which one I'm sticking with.

### CREATING A CURVY CONTENDER



**If the task of creating illustrations from scratch is a bit beyond you, then you can use BME's powerful Trace function to generate a structured image from any IFF image, produced by paint programs like *DPaint* pictured here. For the best results, the image should be drawn at the highest possible resolution with a minimal number of colours. It's important to consider both the complexity and colour content of your drawings.**



**Once you've drawn your illustration in *DPaint* as a bitmap, the next step is to load it into BME and then run it through BME's Trace function. This can take a considerable amount of time – certainly a lot longer than Gold Disk's Trace utility. One nice feature is that the Trace utility shows you the trace in progress, giving you a much better idea of what's going on.**



**With the trace complete, the resulting IFF DR2D file can be pulled directly into *Art Expression*. As you can see, the traced image will almost certainly need a considerable amount of touching up before it is useable.**



**Touching up the illustration is simply a process of pulling out curves and points so that all the areas that make up the object fit together perfectly. This is best done in wireframe mode, though you'll need to swap back to colour mode to view the results. On an unaccelerated Amiga, swapping between modes can take an eternity, so try to do as much as you can in wireframe mode before swapping back to colour.**

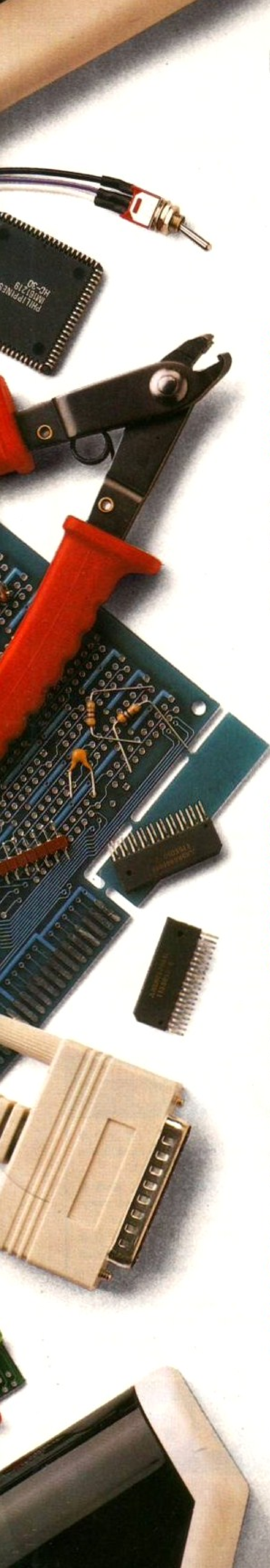


**Here's the lemming in all his glory. He can now be saved to disk and imported into your favourite page-layout program or printed directly out on to paper. If you want to take your drawing further, there are a host of tools enabling you to rotate, scale and skew to your heart's content.**

### Art Expression

| | |
|---|---|
| **SPEED** | ●●●● |
| *Art Expression* redraws faster than *ProDraw*, but the user interface can be slow. | |
| **DOCUMENTATION** | ●●●●● |
| Soft Logic are well known for their well-written manuals and this one is no exception. | |
| **ACCESSIBILITY** | ●●● |
| You won't have any problems getting to grips with this program. | |
| **FEATURES** | ●●●● |
| *Art Expression* is absolutely packed to the gills with useful features. | |
| **VALUE** | ●● |
| Almost £170 is a lot of money, especially when you consider that *ProDraw 3* is £70 cheaper! | |

Verdict **75%**



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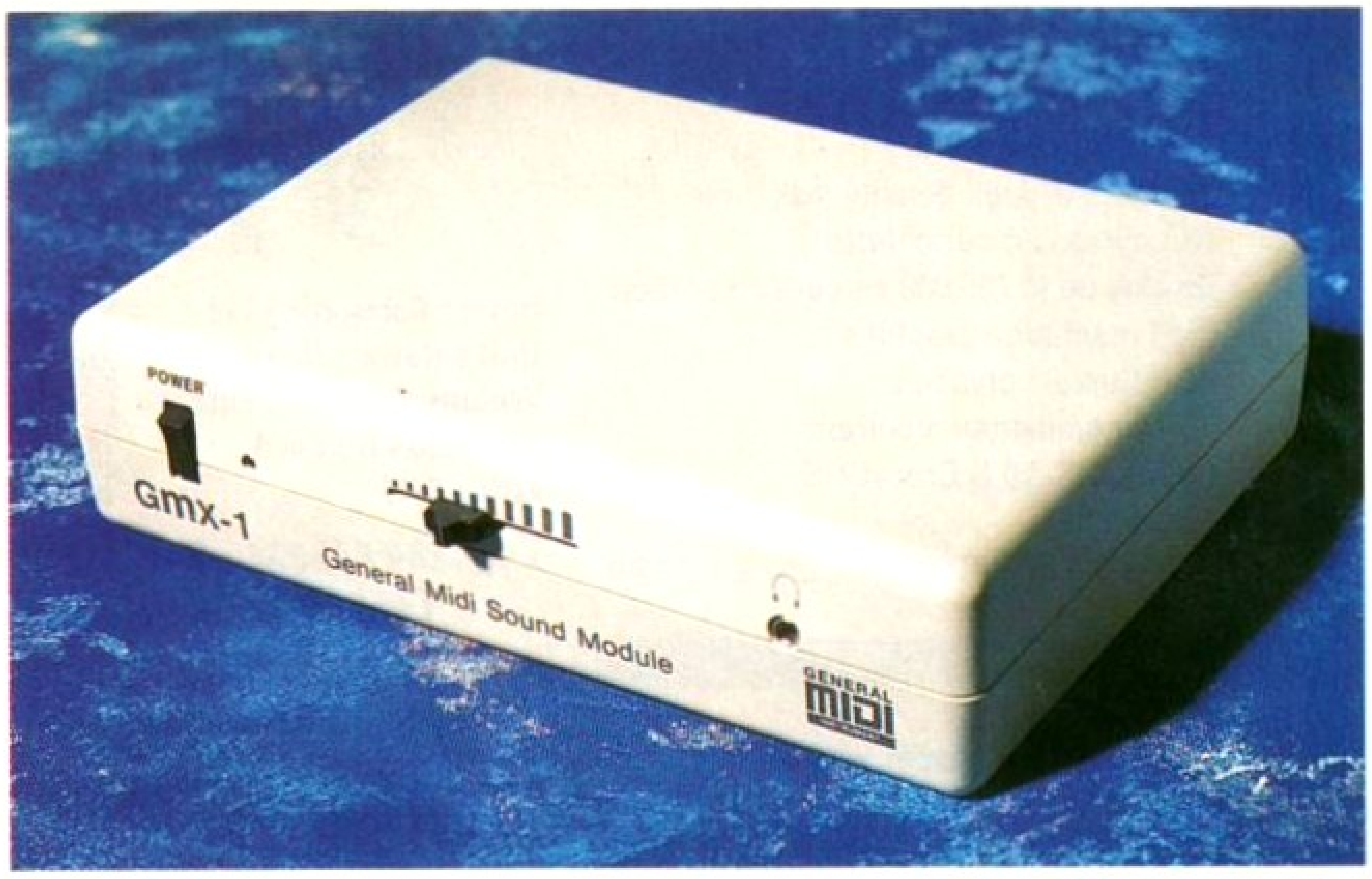
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Home Music Kit .......... £49.95




Looks just like a small white box, doesn't it? But it can provide your Amiga with MIDI compatibility, 158 instrument sounds, a full 92-piece percussion kit, plus 47 different sound effects.

Neil Jackson, Amiga maestro and MIDI aficionado, takes a look at a box of tricks which can help your Amiga sing...

# Dream GMX-1

G-MIDI Sound Module ■ £249 ■ Zone Distribution

**THE AMIGA HAS** never really made it big in the world of MIDI and music, but that's not to say that it can't do the job. Plenty of budding musicians use packages like *Music X* to create songs and control banks of MIDI keyboards from their humble A500s, but the problem has always been the cost of these outboard devices.

At last, though, there's a cheap alternative for the casual musician in the form of Zone Distribution's new desktop sound source, the Dream GMX-1. It's a fairly ordinary-looking white box, designed to sit alongside your Amiga and provide it with MIDI capability, 158 instrument sounds and a full 92–piece percussion kit, plus 47 different sound effects. Not bad for just under 250 quid, really.

For your money, you get a comprehensive sound source and a solution to your MIDI problems. The GMX-1 uses the standard RS-232-C port on the back of your computer as the pipeline for all the MIDI information. All you need is an RS-232 lead (which should cost less than a fiver) and some software capable of sending and receiving MIDI data via the RS-232 or serial port. *Music X* will do this for the Amiga, but there are plenty of alternatives because the Amiga doesn't have an in-built MIDI port and most packages get round this by using RS-232 anyway. You don't even need to buy a separate MIDI expansion box, because the Dream GMX-1 does all that itself, and provides you with more MIDI ports to link to other MIDI devices.

**The Dream GMX-1** performs well, and produces surprisingly good sounds considering it uses a combination of PCM samples overlaid with algorithmic synthesis (like the Yamaha DX range of keyboards). It's got 20 note polyphony (sounding different notes at the same time) and it can even handle 16 different timbres or sound shapes simultaneously.

Many more-expensive machines would struggle to match its banks of preset sounds. But that's really all you get with the GMX-1 – presets. You can control a few things, like aftertouch, velocity, pitch-bend, modulation and pan – though that's about it. There's no patch-editing to be done, and no reverb chorus or echo effects to be had. Any effects units you own have to be added after the Dream GMX-1's outputs, and this means a uniform effect for all instruments, and perhaps a few new leads. Thus, it's really of more interest to the casual or beginner musician, rather than a professional artiste, but that's not a bad thing.

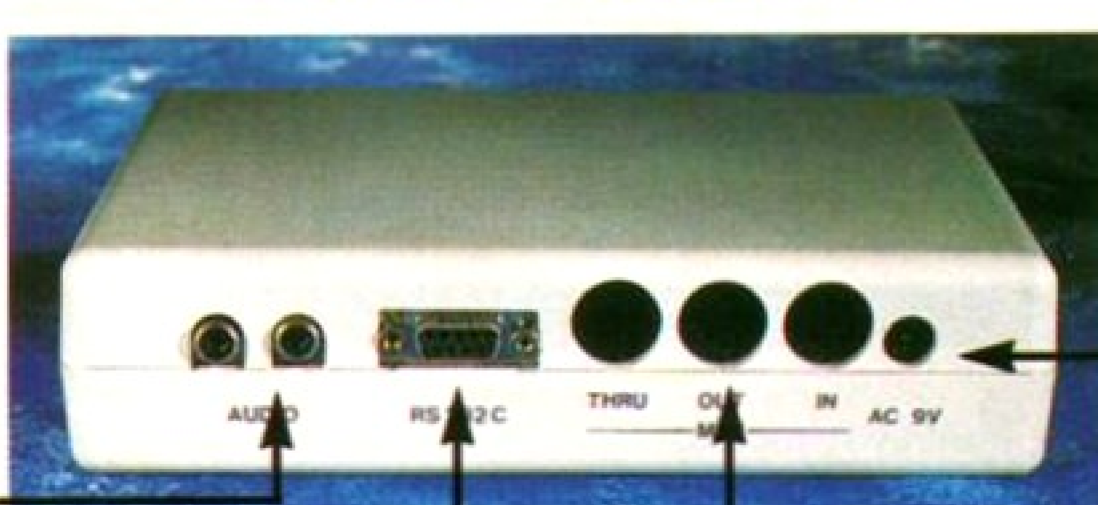
**Despite this,** the unit represents good value for money, and it is an ideal starting point for anyone interested in making music quickly and cheaply. The quality is good enough for performances – and it's how you use it that counts. The Dream GMX-1 uses the new MIDI standard called G-MIDI which allocates certain instruments to predefined patch numbers. This means you can create songs on the GMX-1 and then play them back on a different G-MIDI machine and still get the right type of instruments playing the right bits of the song.

The Dream GMX-1 comes complete with a Walkman-style headphone socket (so you don't have to annoy the neighbours), line-level stereo audio outputs (which you can plug into a household amplifier or even a mixing desk) and MIDI In, Out and Thru connectors (for connecting to other MIDI units). It gets its power from a 9V AC adaptor which is also supplied as part of the package. This is a strange choice, because if you lose it, a replacement adaptor isn't very easy to come by. It would probably have been easier and cheaper if Zone had used a DC adaptor, since this would have involved less circuitry inside the unit.

**For the first-time** buyer, the GMX-1 is an ideal purchase. It's simple to set up, easy to use and incredibly versatile for the price. You may well outgrow it in about a year, but it's far better value than anything else like it on the market. It's a good deal cheaper than the 'name' brands like Roland and Yamaha, and it performs the same tasks in exactly the same way, and produces similar results. And there's no point in spending cash for the sake of it, is there? AF

**DREAM GMX-1 is available from Zone Distribution 071-738 5444**

## AROUND THE BACK...




Stereo audio output, for connecting to your hi-fi amplifier or monitor speakers.

9V AC input, for connection to the mains using the supplied adaptor.

RS232C port, to connect directly to your Amiga – so there's no need for a MIDI interface!

MIDI IN, OUT and THRU, for connection to other MIDI instruments and sequencers.

## Dream GMX-1 G-MIDI Sound Module

| | |
|---|---|
| **SPEED** | ●●●● |
| As fast as any other MIDI device, and it can cope with a large amount of MIDI data. | |
| **DOCUMENTATION** | ●●● |
| It's a bit cheap and nasty, but it tells you everything you need to know. | |
| **ACCESSIBILITY** | ●●●● |
| It couldn't be simpler to use. All you need is an RS 232 lead and some MIDI software. | |
| **FEATURES** | ●●●● |
| There aren't a vast range of features on the GMX-1, but what there are work well. | |
| **VALUE** | ●●●●● |
| There's nothing quite like it at this price, which makes it great for first-timer buyers. | |

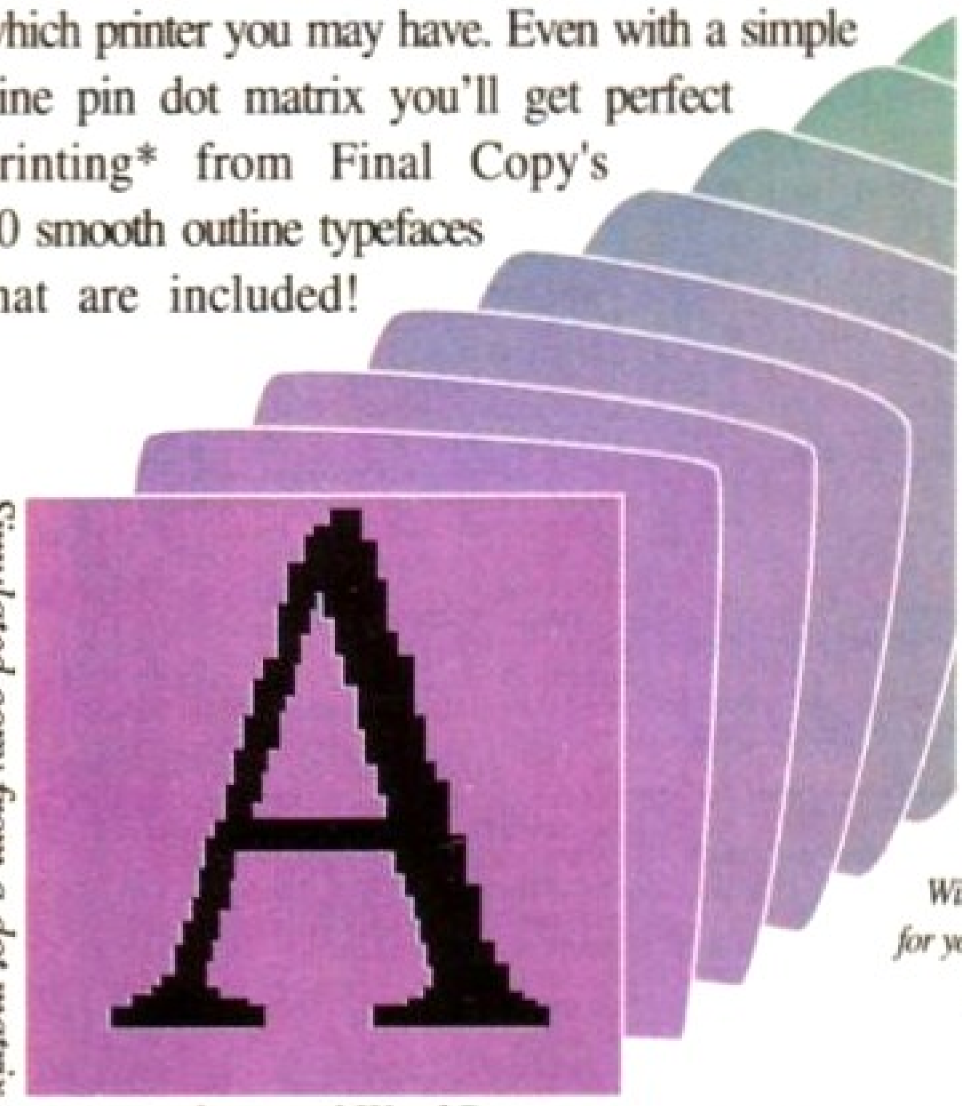
AMIGA FORMAT Verdict **86%**

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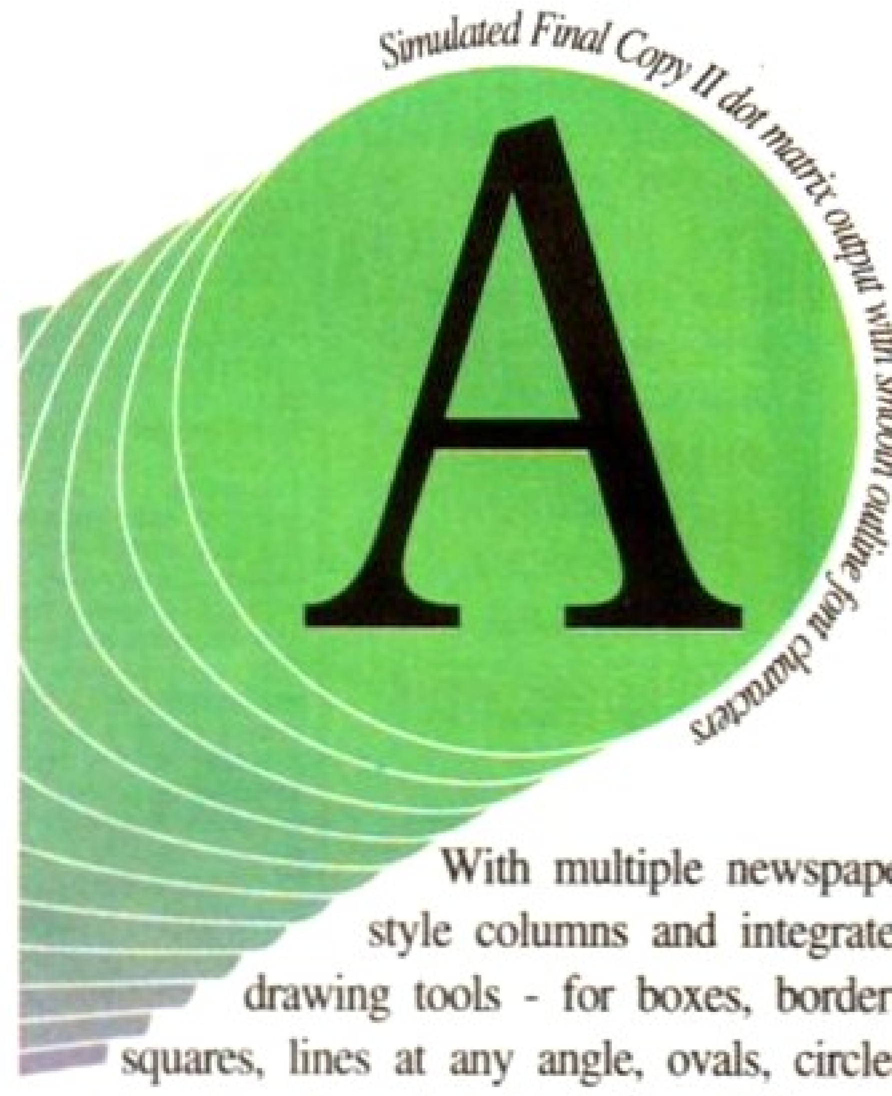
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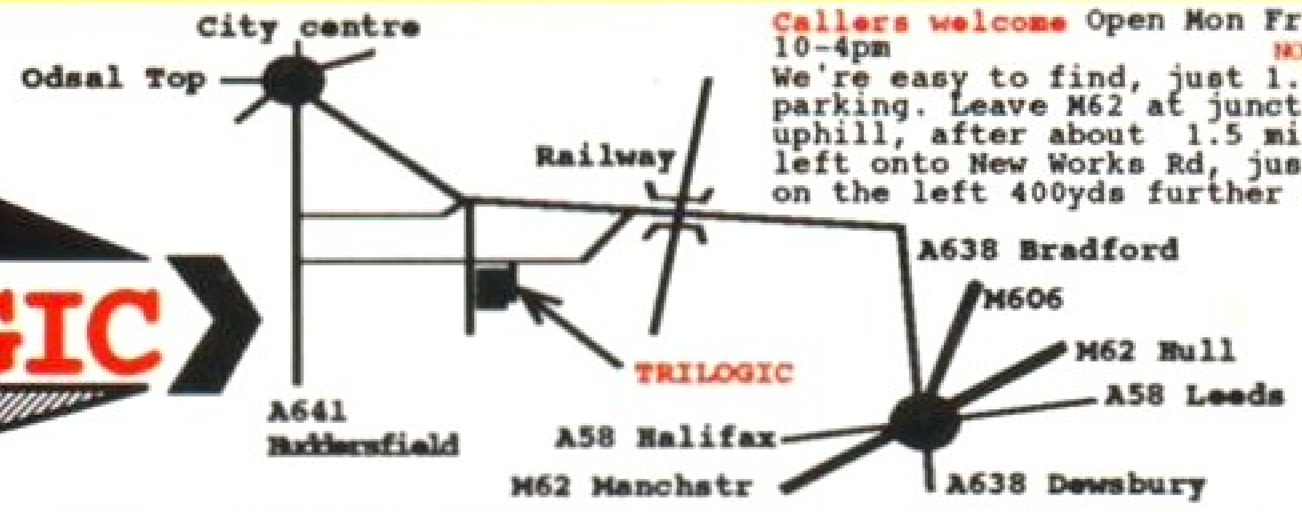
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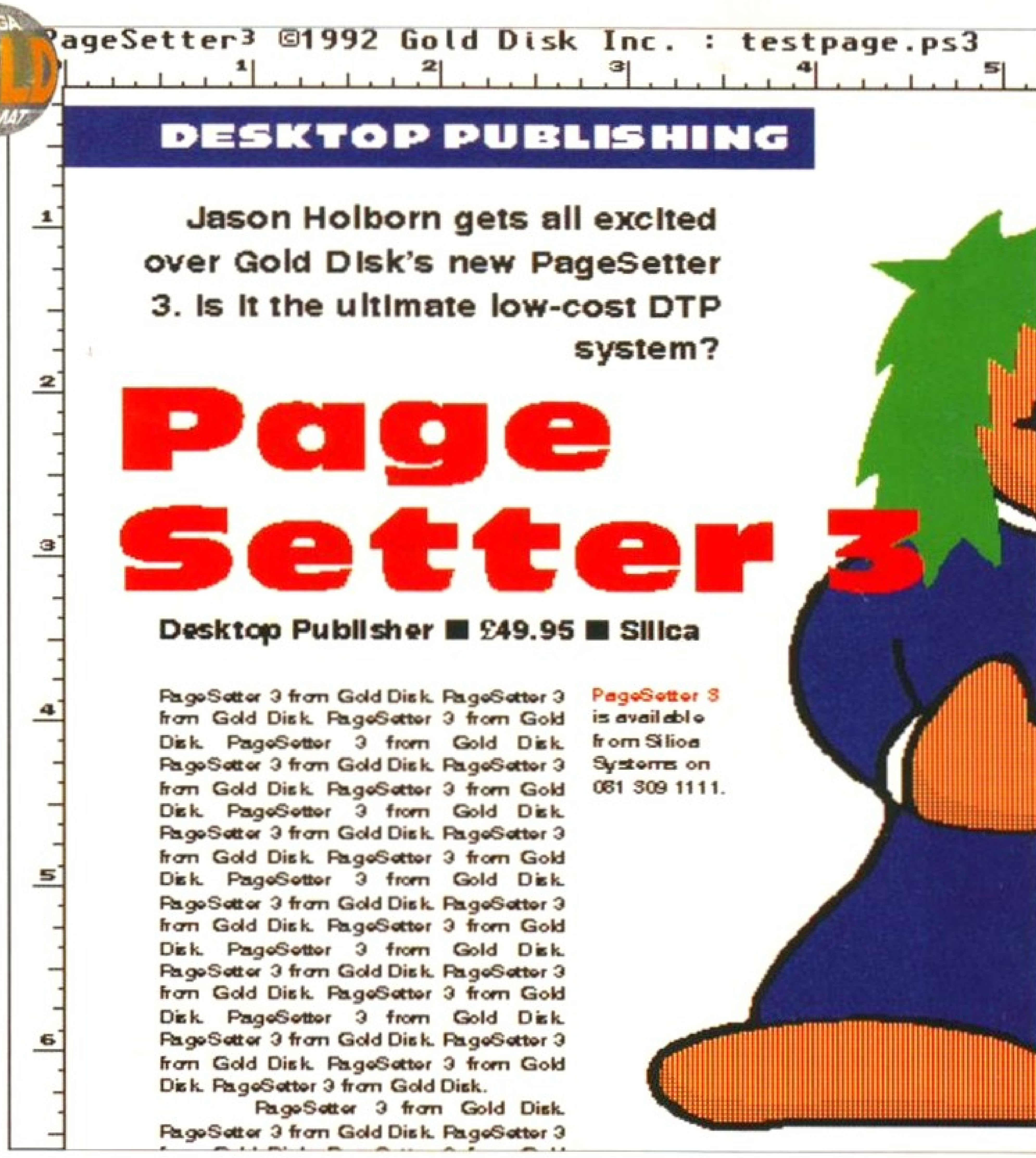
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*10-1-93*

**Jason Holborn** finds that Gold Disk's long-awaited, budget DTP package can even give the more expensive ProPage a run for its money…

# Page Setter 3

Desktop publisher ■ £49.95 ■ Gold Disk




**IT'S BEEN A** long time coming, but finally *PageSetter 3* is here. Billed as the most complete desktop publishing system available, it certainly seems to live up to expectations – it features a fully integrated page-layout system consisting of the *PageSetter* program itself, plus two add-on programs which enable you to write text and draw pictures for your layouts, without switching to another program.

With every new release of *PageSetter*, Gold Disk have moved the program nearer to its more costly big brother, *Professional Page*. Version 2 boasted Gold Disk's then new Compugraphic outline font technology. This latest release not only shares the same frontend as its big brother (although its gadgets have the look and feel of Workbench 2.0), but also adds full-colour support.

To the untrained eye, you could be forgiven for mistaking it for *ProPage*! In some ways, *PageSetter 3* is more advanced than its big brother – if you own an A1200 or even a muscle-bound A4000, *PageSetter 3* will take full advantage of the new 256-colour VGA-like screen modes offered by the new AA chip set. *ProPage* users will get this too when *ProPage 4* arrives, but *PageSetter 3* has still managed to sneak this feature in first.

**PAGESETTER 3 is available from Gold Disk 0743 350551**

**If you own an A1200 or an A4000, then *PageSetter* will display graphics in up to 256 colours!**

**Existing users will** be pleased to know that the time-honoured method of laying out pages using boxes hasn't been sacrificed. If you've used just about any DTP system based on the classic Mac DTP-program *PageMaker*, then you'll find getting started with *PageSetter* an absolute breeze. For the uninitiated among you, though, *PageSetter* mirrors the concepts behind the traditional method of 'pasting up' pages using typesetting boxes.

Possibly the most major addition to the *PageSetter* layout module is the inclusion of full-colour support. Previous releases were mono-only, with colour images represented in half-tone format.

Gold Disk, though, have now recognised the popularity of colour printers among Amiga users and have provided colour support. Although bitmapped images are still displayed as shades of grey, those of you lucky enough to own a machine equipped with the new AA chip set won't have this problem – *PageSetter* can display up to 256 colours on screen at once. If you've got access to a colour scanner, you can even import 24-bit images, providing you've got enough RAM.

Another new feature is full PostScript compatibility, which is built into the program as standard. Previous versions of *PageSetter* had to rely on a separate (and rather unfriendly) module called LaserScript which converted *PageSetter* page files to PostScript format, but version 3 enables you to print to PostScript, without ever having to leave the main program.

*PageSetter*'s PostScript support isn't without its quirks though – for reasons known only to Gold Disk, *PageSetter* supports colour PostScript, but it doesn't support colour separation. If Gold Disk want professionals to use this latest release, then colour separation is a

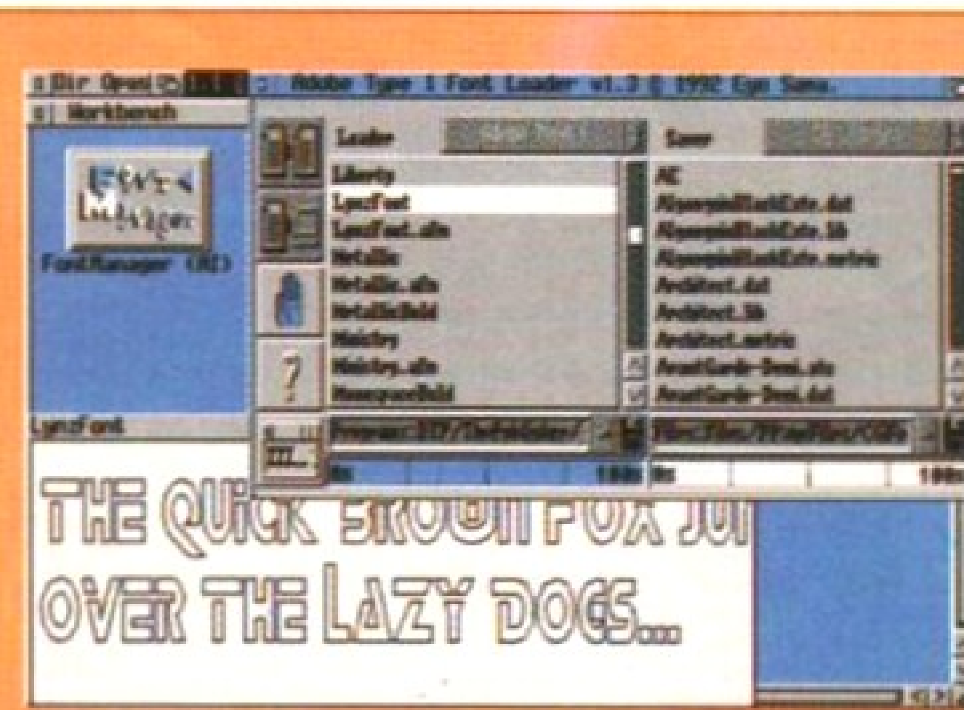
## FONT SUPPORT

***PageSetter 3*** **has inherited many features from its big brother, *Professional Page*. Among these is Eyo Sama's (who is the former editor of the now defunct US Amiga magazine, *AmigoTimes*) brilliant *FontManager* utility.**

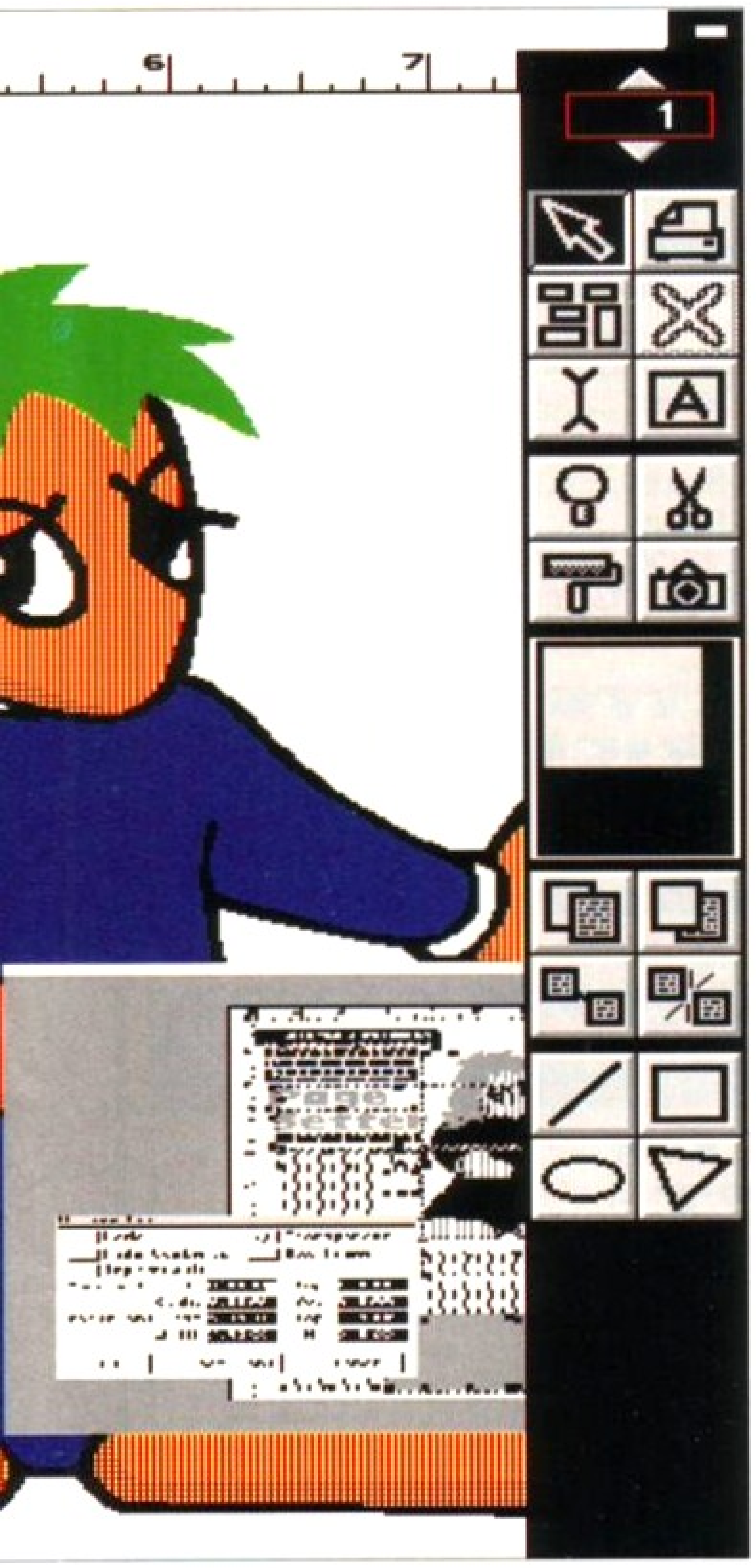
***FontManager*** **gives *PageSetter* the capacity to take advantage of the vast range of IBM Adobe Type 1 outline fonts that are available both commercially and within the Public Domain libraries. With many libraries now making these fonts available on Amiga disks, *FontManager* is the perfect way of building up an impressive selection of outline fonts.**

**As it stands at the moment, *PageSetter 3* cannot directly load and use Type 1 fonts. Before they can be used, they must first be converted into Compugraphic format by running them through *FontManager*. Each Type 1 font must have two files – a printer font binary file (.PFB) and an Adobe Font Metric file (.AFM).**

**What *FontManager* then does is take these two files and generate the three Compugraphic files required by *PageSetter*. The fonts that are created by *FontManager* can also be used in other programs when running them on a Workbench 2.04 (or greater) machine.**




**Adobe Type 1 fonts can be used within *PageSetter* by converting them into Compugraphic format.**



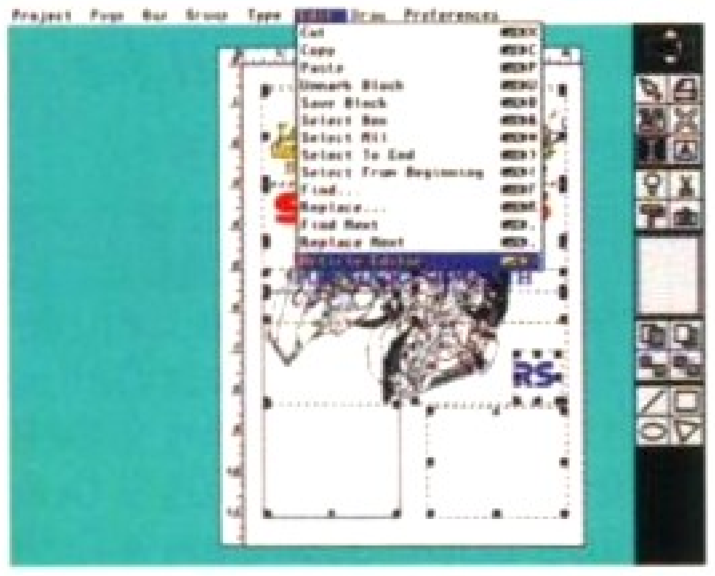
must. Then again, perhaps it's a deliberate ploy to protect sales of *Professional Page*.

**What makes this version** such an advancement over previous incarnations, though, are the two extra modules which help to make it a more integrated, one-stop publishing system. The first of these is the Article Editor, which is basically a mini word processor based around Gold Disk's *Transcript*. Although text can be edited directly within your layouts, the Article Editor doesn't use fancy Compugraphic fonts, so text editing is considerably faster.

But the Article Editor isn't actually built into the program. Instead, it resides on disk until it's needed. Then, simply by defining a box and selecting 'Article Editor' from the pull-down menus, *PageSetter* automatically loads and runs it for you. You can then edit your text, load in an existing text file and even insert formatting commands which define type attributes (font name, tracking amount) that *PageSetter* will use when you return to the layout program. There are some type attributes that can only be defined from the article editor, tracking (the space between individual characters), for example.

**Finally, there is** the Graphics Editor, which – as its name suggests – enables you to modify and even create new images from scratch. Boasting a frontend that isn't too dissimilar to *DPaint*'s, the Graphics Editor offers all the

## DTP MADE EASY

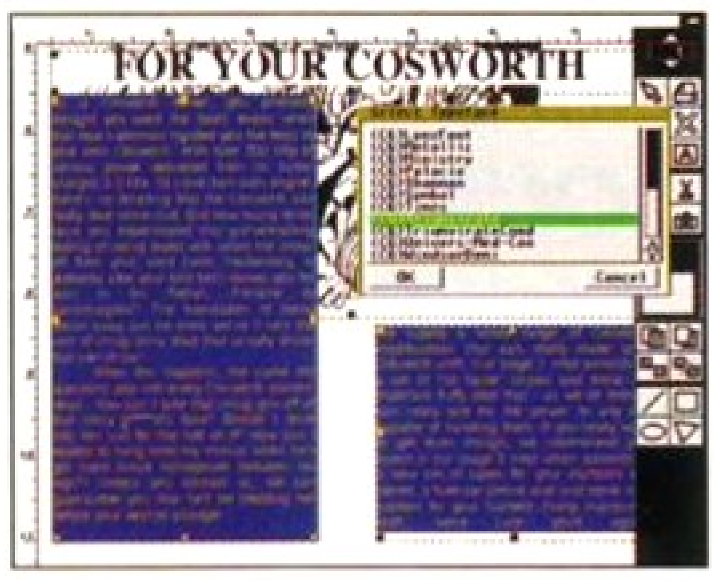


**There are three different modules that make up the *PageSetter* system. These are all 'hot-linked' together, and they enable you to create pages without you having to use other programs.**

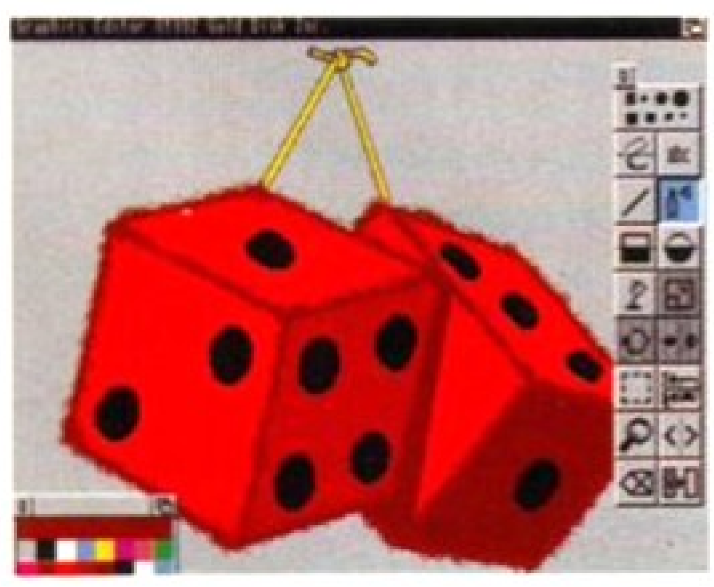
**If you just want to add some copy or text into your page layout, then all you have to do is open up the box that is to contain the text, and then select the Article Editor from *PageSetter*'s pull-down menus (as shown here).**



**The Article Editor looks and works just like a conventional text editor. Elaborate fonts are not used here, so text can just be typed in at full speed, and you don't have to wait for painful screen redraws. You can cut, copy and paste text with ease, and you can even load text files from other word processors. Once the text is complete, selecting 'Send Text Home' will send the text back to *PageSetter*.**




**Once the *PageSetter* screen pops back into view, the text you created in the Article Editor is flowed into the document automatically. If you're not entirely happy with the typeface, point size, leading or colour you've selected, then don't worry because this can be changed with ease.**



**Existing pictures can be pulled directly into *PageSetter*. The Graphics Editor however, can come in handy if you need to create illustrations on the spot. Featuring the same sort of frontend as *DeluxePaint*, the Graphics Editor enables you to create illustrations in any resolution with up to 32 colours.**




**With text and graphics in place, our layout is now complete. It can now be printed to any preferences-supported printer, or even to a PostScript device. DTP has never been so easy, or cheap!**

usual drawing tools you'd expect to find in a bitmap image editor. Support for all the usual Amiga screen resolutions and colour combinations is here, so you're not just restricted to the usual line art.

One annoying aspect of *PageSetter* (and indeed *ProPage*, for that matter) is that bitmapped images are not automatically scaled to the exact size of the box in which they will be contained. When you create an image in the Graphics Editor or pull in an existing image, you have to manually scale the picture yourself, which can be a rather hit-and-miss affair.

Both modules are 'hot linked' to the *PageSetter* layout program, so the files that you create are automatically pulled into *PageSetter* as soon as you've finished editing them. This sort of integration requires a lot of RAM – even on a 2Mb A1200 things get very tight, especially when using lots of different Compugraphic fonts and high-resolution colour pictures. If you want to get the very most from *PageSetter 3*, some extra RAM (and a hard disk if you can afford it) are definitely recommended. That's not to say that *PageSetter* isn't useable on a 1Mb machine – just don't expect to create anything particularly complex!

***PageSetter 3*'s main** rival has to be the Disc Company's *The Publisher* (***AF***43 – 92 per cent). Both are priced at exactly the same level and each has its own individual strengths and weaknesses. If layout power is paramount, and you're not too worried about colour support, then *The Publisher* is perhaps still a better bet. Although it doesn't have its own built-in text and graphic editors, it still offers far more typographical control, which many professionals will no doubt prefer.

For the rest of us, *PageSetter 3* is undoubtedly the program for the masses – it's cheap, it's powerful and it's very easy to use. Although it probably wouldn't be able to handle the sort of heavyweight DTP tasks that *The Publisher* eats for breakfast, the level of power has been perfectly balanced. Add to this *PageSetter 3*'s blindingly obvious ease of use and you've got a package that earns its *Format*-Gold award with flying colours.

### PageSetter 3

**SPEED** ●●●
All those colours, complex graphics and outline fonts can slow *PageSetter* down considerably.

**DOCUMENTATION** ●●●
Although quite readable, the manual is rather sketchy in places.

**ACCESSIBILITY** ●●●●
Like its parent product *ProPage*, *PageSetter 3* is a joy to use.

**FEATURES** ●●●●●
With its built-in text and graphics editor, it's the most complete DTP program available.

**VALUE** ●●●●●
For the price of two games, you can have a fully featured DTP program.

AMIGA GOLD FORMAT **90%**

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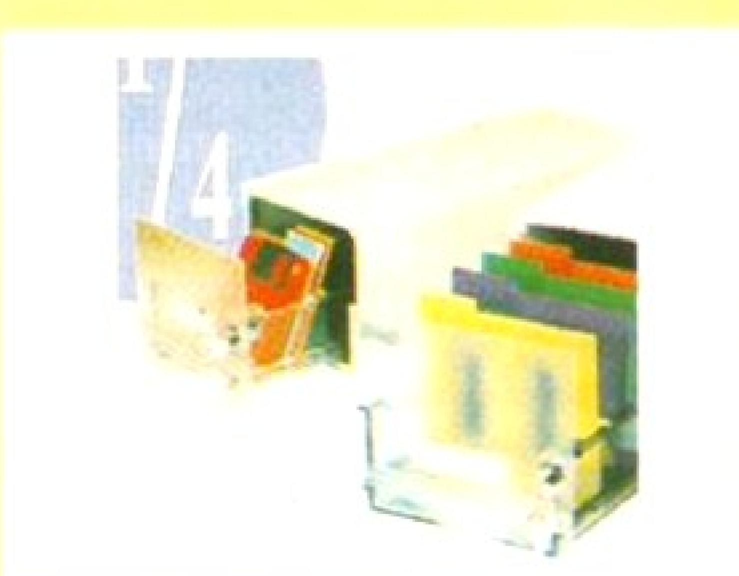
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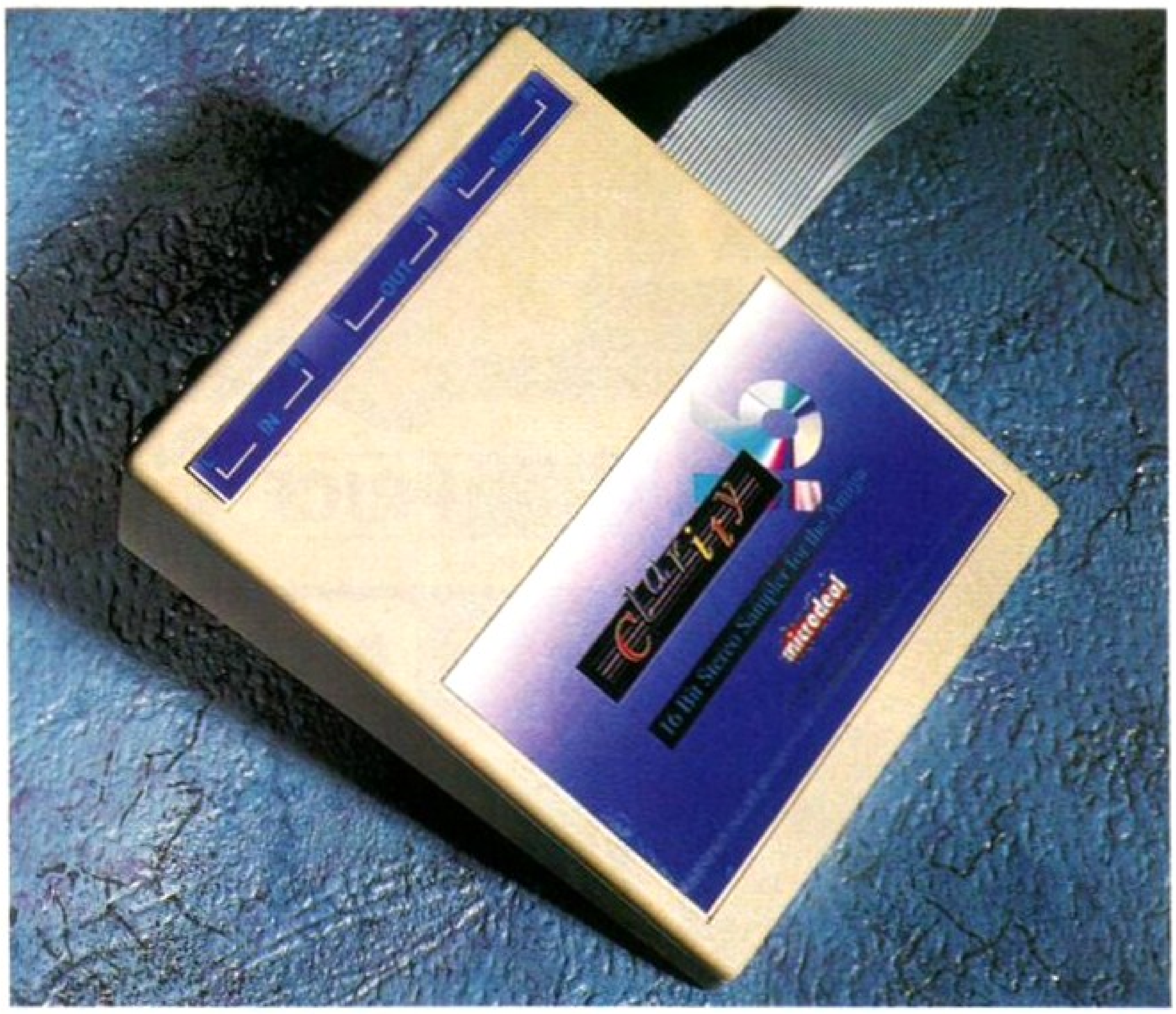
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Access VISA

For £150 16-bit sampling could be within your reach. But is it purely for professional musicians? **Andy Nuttall** finds out...

# Clarity 16

£149.95 ■ Microdeal ■ Stereo sampler




**The long-awaited Clarity 16 hardware, when it's packaged up in a sexy box with complementing ribbon cables. It looks great, but is it just mutton dressed as lamb?**

**FROM TIME TO TIME** a piece of software or hardware is released which looks so sexy, and the hype is so great, you begin to believe it. Then, when the product actually arrives on the shelves, and you part with your dosh, you realise that you have in fact been duped.

Clarity 16 is the perfect example. For months we've been promised budget 16-bit sampling for around £150, and that our Amiga will be lifted to musical heights previously reached only by expensive, dedicated hardware.

Now it's here, we find that yes, it is 16-bit, and you can sample at 44.1KHz, but what about a monitor facility to listen to your source while sampling? What about a user-friendly interface that displays all the information you need? Unfortunately, presumably due to the constraints of the Amiga's hardware, they seem to have been overlooked.

**OK, you've got** the gist of the review, but Clarity does have some good points. The software engine uses Intuition, Workbench's operating system, which most owners will be familiar with. Because of this, each utility that Clarity offers is given a different window which may be open or closed at any time. This modular approach enables you to decide what goes where on your screen.

All the usual editing functions are included such as cut, paste, zoom and loop; while others such as overlay/mix samples, normalise and pan are useful additions to the norm. Effects such as reverb, flange and chorus may be applied to your samples while they are held in memory, and they may also be applied in real-time to your sampling input.

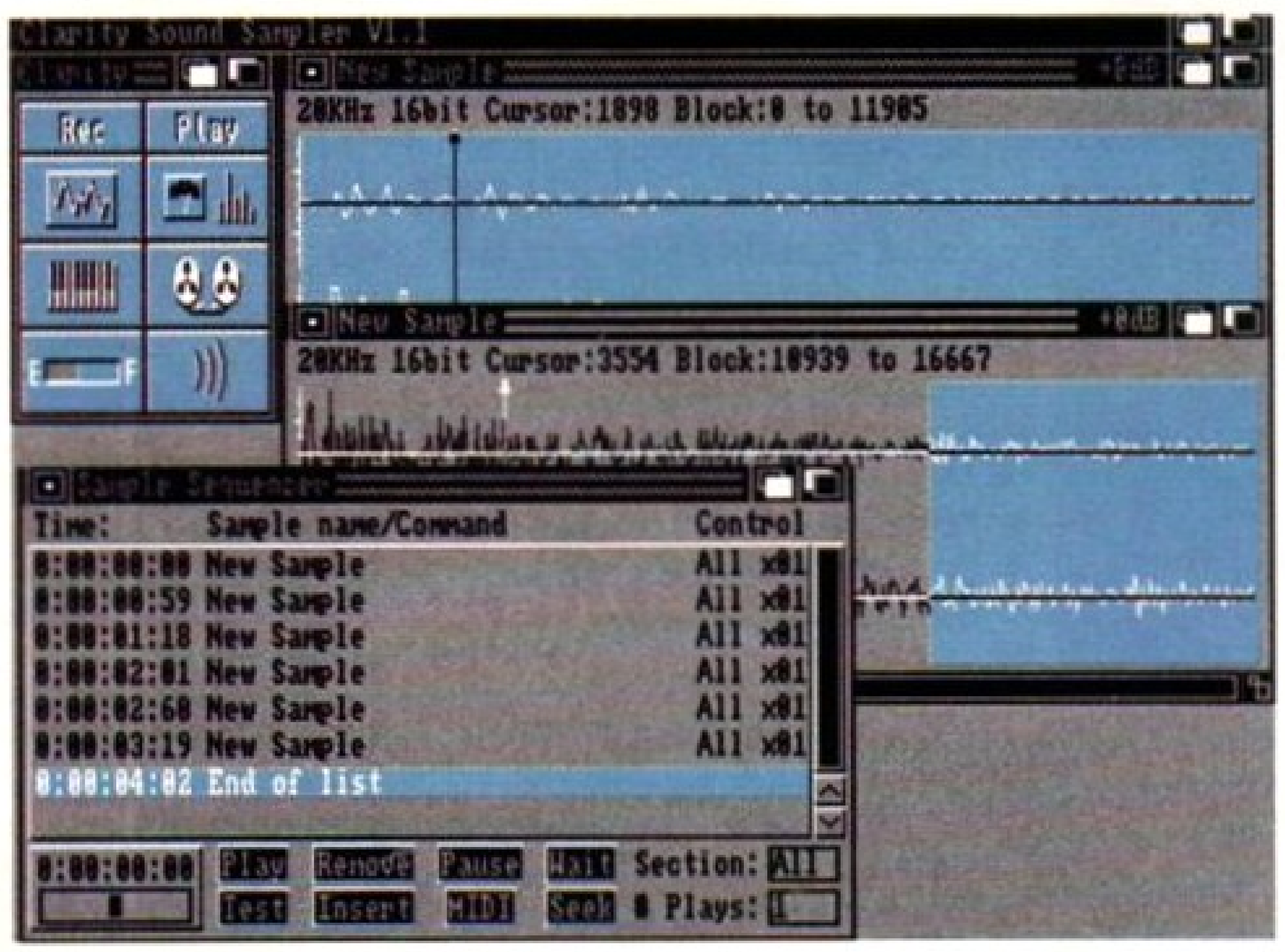
A basic MIDI interface is built in, with IN and OUT ports, and some decent MIDI options are provided. These include stereo and mono sample dumps between Clarity and an external sampler. MIDI mapping is possible, supporting keyboards of up to seven octaves.

Unfortunately, it seems even these good points are not without fault. Due to hardware constraints, the interface doesn't multi-task. This means the VU meter and oscilloscope-style monitors will not work while Clarity is sampling or playing back samples, so in effect you have to sample 'blind', and hope that your input doesn't clip or distort. Of course, you can monitor your input first, adjust the level, and then sample, but this is a tedious process which won't appeal to most musicians.

**CLARITY 16 is available from Microdeal 0726 680020**

The window-style interface looks user-friendly, but in use it's tedious. If you have several windows open, control reverts back to the main command window after an operation such as filter. Because of this, the sample window must be reselected every time you want to work on it. This is most annoying, and must be put down to thoughtless programming.

Again due to hardware constraints, it's only possible for Clarity to play up to four sounds simultaneously – and that's when using an accelerated Amiga, like an A1200 or A3000. When using a normal Amiga it is possible to play one 16-bit stereo sample or two 16-bit mono samples. Obviously reducing the sample to 8-bit, or sampling at a lower rate will put less pressure on the Amiga's processor.




**The sequencer window can be used to string together a single track of samples.**

**So how good** is the sound quality? Not bad, but it's not CD-quality. It manages to match other 16-bit samplers and CD players in terms of range and sampling rate, but high-frequency noise is noticeable on playback. This may be filtered out using the low pass filter provided, but of course this reduces the dynamic range of the sample. Also, when the frequency is set to around 15KHz, the low pass filter has a tendency to destroy the sample altogether. On a good note, the stereo facility works well, and cross-over distortion is kept to a minimum.

Opening up the unit reveals a PCB with some impressive-looking custom chips, but poor soldering and a number of bodges suggests the unit was rushed. Also, more attention could have been given to the interface – the 'D'-connectors for the parallel and serial interfaces are difficult to remove from the Amiga. An input level attenuator wouldn't go amiss, either – as it is you need to use an input device with a volume control to avoid distortion.

Amiga musicians everywhere have been waiting for this release, and they're going to be let down. Clarity 16 promises the Earth, but ends up being just another flawed genius.

## Clarity 16

**SPEED** ●●●
Complex samples are manipulated reasonably quickly, and disk access times are low.

**DOCUMENTATION** ●●●
A fairly flimsy manual which manages to describe sampling and MIDI reasonably well.

**ACCESSIBILITY** ●
A badly thought out interface, which is incredibly tedious to use for any length of time.

**FEATURES** ●●
16-bit samples; MIDI interface; poor build quality and naff user interface and noisy samples.

**VALUE** ●
Similar sound quality to StereoMaster, but four times the price and less friendly to use.

Amiga Format Verdict **41%**

# Panasonic *Quiet* Colour Printing

We researched the colour printer market in great depth to find a colour printer good enough to cope with Amiga's powerful graphic output, yet at an affordable price. We found the perfect printer in the Panasonic KX-P2180 + KX-P2123 quiet printers.
We then considered that if you were going to buy a Panasonic printer, you would probably need a quality word processing package to use with it. We found that too, in 'Wordworth', yet at a retail price of £129.99 we thought that might be a little too expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. How's that for added value?

## Panasonic KX-P2180



***WORDWORTH COMPLETELY FREE! WITH PANASONIC QUIET PRINTERS** The writers choice. The ultimate word processor for AMIGA computers. Wordworth is undoubtedly the ultimate word/document processor for the full range of AMIGA computers. The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full Panasonic KX P2180 and KX P2123 colour printing support), Collins spell checker and Thesaurus, no other word processor comes close. "Without doubt this is one of the best document processors for the AMIGA, Today." (Amiga Format).
NORMAL RRP £129.99 inc. vat

**INDI PRICE £199.99**

The new Panasonic KX-P2180 9 pin quiet colour printer. Produces crisp clear text in mono or in 7 glorious colours with new quiet technology. The new KX-P2180 is typically 15dBA quieter in operation, than the competition.

- **Fast Printing Speeds** 192CPS Draft and 38 CPS NLQ
- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **QuietPrinting** Super quiet 45-48dBA sound level (most matrix printers are typically in excess of 60dBA)
- **6 Resident Fonts** Over 6,100 type styles using Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts
- **3 Paper Paths** Paper handling from bottom, top and rear for total flexibility
- **1 Year Warranty** for total peace of mind.

## Panasonic KX-P2123



**INDI PRICE £239.99**

The new high performance Panasonic KX-P2123 24 pin. Quiet colour printer offers leading edge quiet printing technology at an affordable price.

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- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **QuietPrinting** Super quiet 43.5-46kBA sound level (most matrix printers are typically in excess of 60dBA)
- **7 Resident Fonts** Over 152,000 type styles using Super LQ, Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts
- **24 PIN Diamond Printhead** High performance and high quality output
- **1 Year Warranty** for total peace of mind.

# Panasonic LASER PRINTERS

## KXP-4410 LASER PRINTER / KXP-4430 LASER PRINTER



WORDWORTH COMPLETELY FREE! WITH PANASONIC LASER PRINTERS The writers' choice. The ultimate word processor for AMIGA computers. NORMAL RRP £129.99 inc. VAT

Once again Indi have joined together with Panasonic to offer all Amiga owners the most outstanding Laser Printer offer ever. We are now able to offer high quality, professional laser printing at very affordable prices. We are also giving away a free copy of Wordworth with every Panasonic Laser Printer purchased (RRP 129.99). Whether you're looking for a laser printer to handle word processing, DTP, presentation or complex graphics applications – the Panasonic range offers you the power to meet your requirements.

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- 5 pages per minute
- 28 resident fonts
- Optional 2nd input bin (total printer capacity 2×200 sheets)
- Low running costs
- Parallel interface
- Optional memory expansion to 4.5Mb (0.5Mb as standard)
- HP Laserjet II Emulation

RRP £992.00

**INDI PRICE £499.99** inc. VAT

**WORDWORTH COMPLETELY FREE WITH LASER PRINTERS**

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- 8 scalable fonts & 28 bitmap functions
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**WORDWORTH COMPLETELY FREE WITH LASER PRINTERS**

*(Satinprinters use optimum resolution technology to produce truly outstanding print quality. This software technique smooths away traditional jogged edges on curved characters and lines by varying the printed dot size and position).

# Panasonic PRINTER ACCESSORIES



**1) PANASONIC AUTOMATIC SHEET FEEDER**
Automatic Sheet Feeder for KXP2180/KXP2123 holds 80 A4 sheets. **INDI PRICE £89.99**

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Specially tailored quality dust cover for Panasonic KXP2180/KXP2123 printer. **INDI PRICE £8.99**

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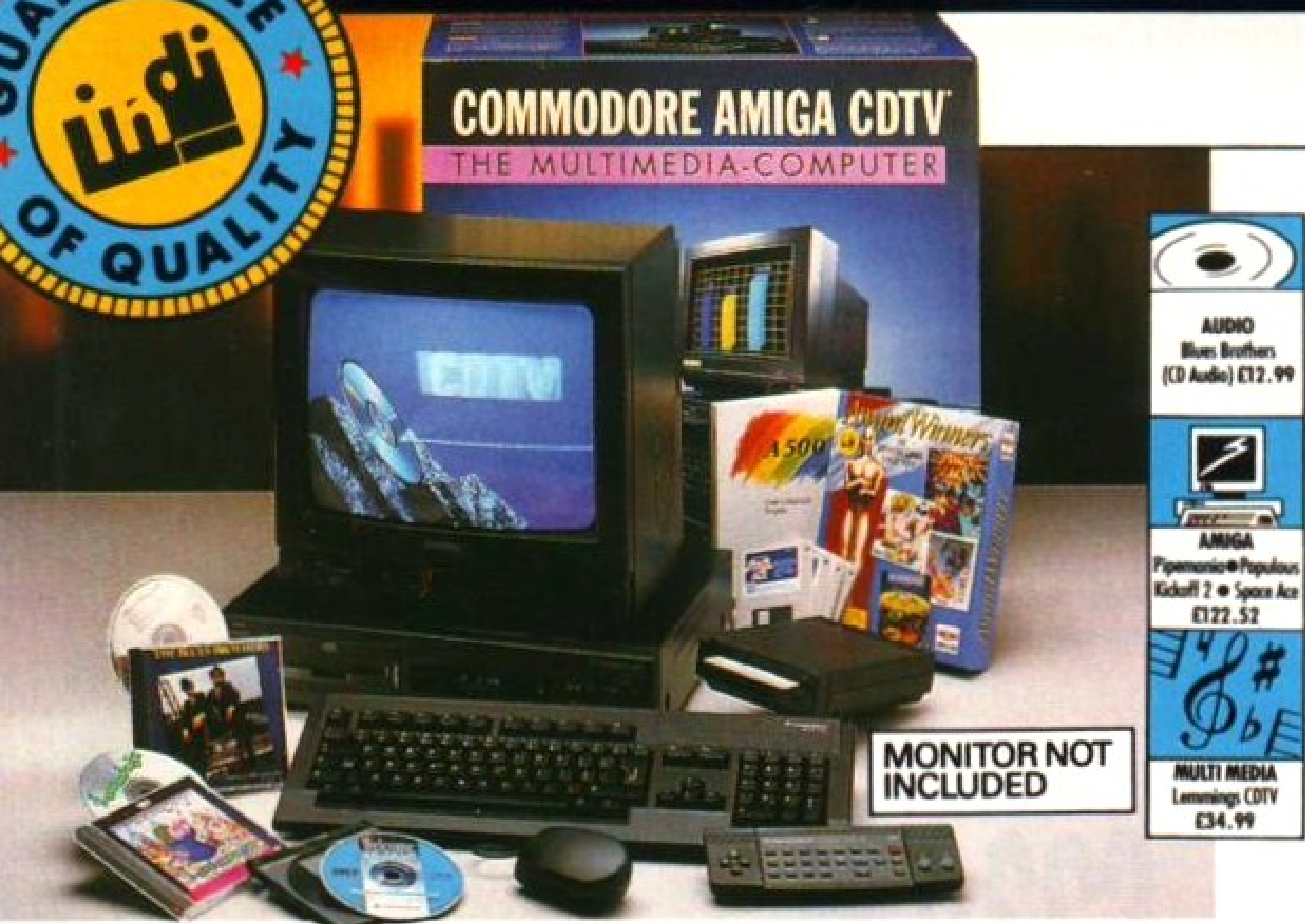
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Add £2.50 carriage to all printer accessories or combinations thereof.

# AMIGA CDTV — THE MULTIMEDIA COMPUTER TOTAL HOME ENTERTAINMENT SYSTEM




The problem with any new product is that it always takes time for everyone to realise its full potential. CDTV is no exception and in our opinion everything we have read does a pretty poor job of explaining just what CDTV can do and why it is so exciting.

### THE INDI GUIDE TO CDTV

**IT'S A CD PLAYER** – Yes, it will play all your Primal Scream, Pavarotti, Pink Floyd and any other CD you care to mention in superb high quality stereo, with remote infra red control.

**IT'S AN AMIGA** – Plug in the keyboard, switch on the external disk drive and the colossal range of inexpensive Amiga software can be used on your CDTV.

**IT'S A MULTIMEDIA SYSTEM** – Just imagine, stereo sound, images and text all on screen. It asks a question, you respond, it responds — truly interactive! Each CD disc holds hundreds of megabytes of data with instant optical access. The whole of Hutchinson's Encyclopedia fits onto 1 disc. This interactive system is a unique aid for Education, Business or Leisure. The future is here!

**PACK CONTENTS AS STANDARD** • Amiga CDTV Player • CDTV keyboard • CDTV 1411 3.5" Disc Drive • CDTV Infra red remote controller • CDTV wired mouse • CDTV Welcome Disc • Manuals • Fred Fish CDTV

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CDTV CONNECTS DIRECTLY TO YOUR TV SET

**INDI PRICE** FREE INDI VALUE ADDED **£469.99**

## AMIGA CDTV SOFTWARE

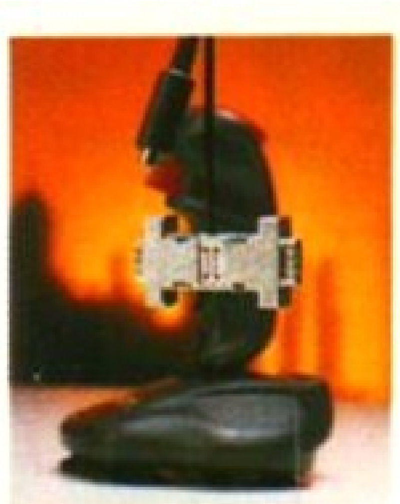


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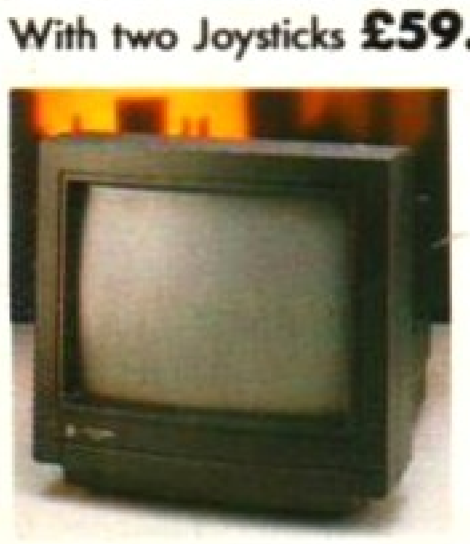
## AMIGA CDTV ACCESSORIES



**THE BRICK-ETTE** Just plug in the Brick-ette and use any wired Amiga compatible joystick, mouse or trackball device on the Commodore CDTV. The built-in 8 bit Micro Processor gives the Brick-ette big smarts in a tiny package and makes it easy to use just plug into the remote port and it is ready to go with real time mouse or joystick movement on your CDTV. No loading of driver programs or software. No switches for mouse or joystick. Special settings (with mouse) allow you to blast away with three rapid fire modes & dual fire buttons. Comes complete with Python Micro Switched Joystick.

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With two Joysticks **£59.99**



**BLACK 1084S MONITOR**
At last the CDTV Monitor you have been waiting for. The original and best selling colour/stereo monitor from Commodore is now available in black to complement your CDTV.

**INDI PRICE £189.99**

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If you are thinking of buying CDTV or already own one you'll be pleased to know that INDI stock all CDTV accessories and software that are available from manufacturers. We believe in CDTV and we therefore continue to support this exciting product. You will always have a source of product for your CDTV from INDI.

L to R:

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|---|---|
| CDTV Encore SCSI Controller + Internal Mount Kit | £109.99 |
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| Megachip – 1Mb Upgrade ChipRAM Upgrade for CDTV | £159.99 |
| CDTV External 3.5" Floppy Drive | £49.99 |

**AMIGA CDTV EXTERNAL HARD DISK DRIVE** You've got the CDTV, you've got the keyboard and floppy disk drive – for a total computer solution all that's needed is an ultra-fast hard disk drive.

The CDTV-HD unit boasts a massive 65Mb of hard disk storage with lightning fast access times through its SCSI interface. The unit comes complete with Workbench 1.3 and all necessary cables.

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# PROFESSIONAL AMIGA

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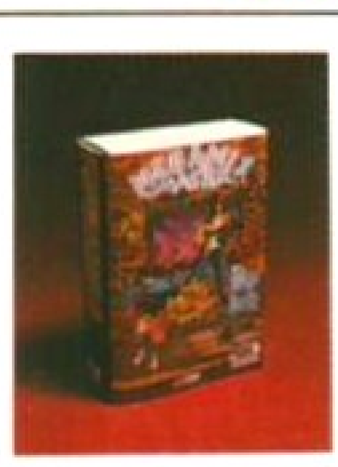
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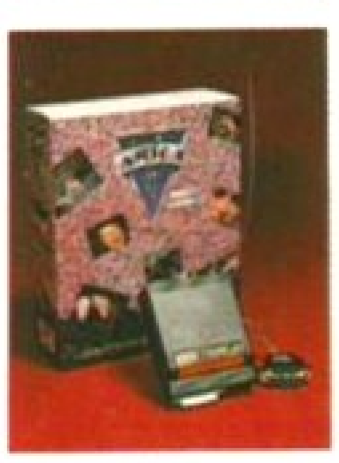
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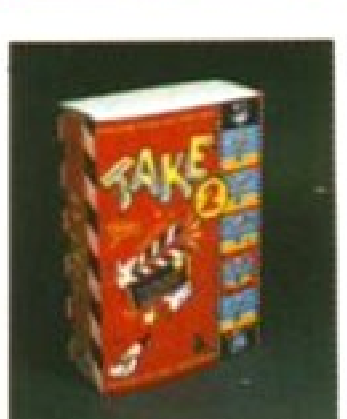
**MEGAMIX** is a low cost, high spec digital effects cartridge that plugs into the printer port of your Amiga. This allows you to sample or record stereo sound from almost any musical source. Special effects can be added in real time, perfect for the up and coming singer/musician/producer who wants that professional sound at home. You will find Megamix masters performance and its ease of use is unrivalled, just plug in and go...

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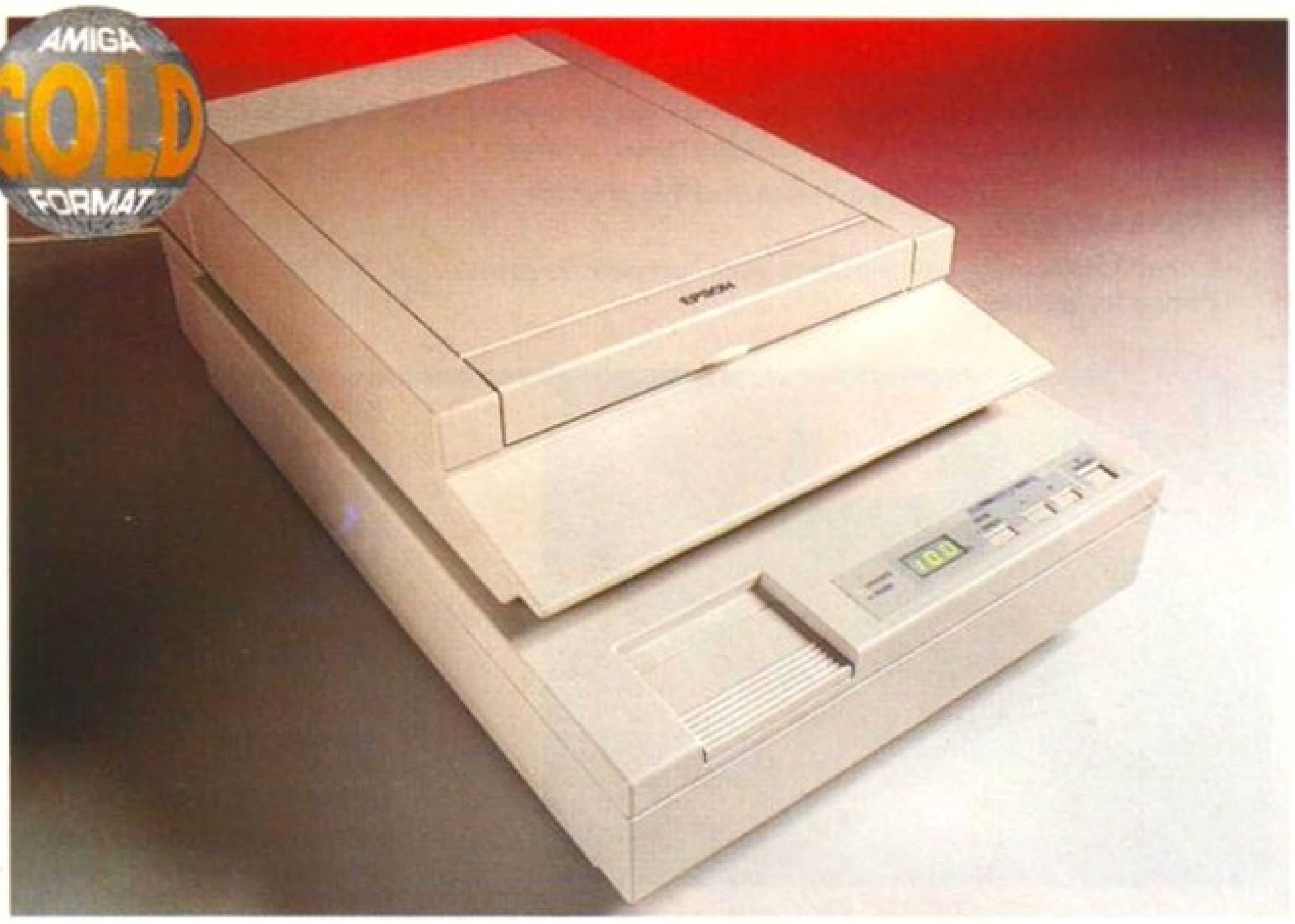
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# Epson GT-6500

Graphics users have long desired an affordable method of scanning transparencies into the Amiga. Now ASDG have come to the rescue with a driver for Epson's GT-6500 scanner that supports a transparency adaptor. Can it cut the mustard? **Marcus Dyson** investigates…




Yes, it is big and impressive, but it won't cost you an arm and a leg. The Epson GT-6500 is the cheapest way to get high-quality 24-bit images into your Amiga. Put the optional transparency unit on top of this and you have the only way of scanning colour slides into your Amiga.

**EPSON GT-6500** is available from HB Marketing on 0753 686000.
GT-6500: £799
Transparency unit: £545
Driver software: £110.60

**ON PAPER, THIS** reads like a dream come true: Epson have updated their GT-6000 scanner (***AF***38 – 98 per cent) and reduced the price. This in itself should be enough to get Amiga artists or desktop-publishing fans reaching for their cheque books – but that's not the end of the story. The new scanner has a transparency adaptor and ASDG, being the enterprising company that they are, have included support for this desirable piece of kit in their new driver software. And the entire scanner/tranny, unit/software package can be had for a price that would previously only have bought you the scanner itself. Too good to be true? Let's take a look…

The software interface is the now-familiar *Art Department Professional* one, and the scanner can be driven from within *AdPro*. For users who don't have this in their software library, don't worry because a standalone version is included. The simple push-button front end is easy-to-use, and the intuitive layout and labelling of gadgets means that you can just plug in and start scanning, with minimum reference to the perfectly adequate manual.

**The scanner connects** to the Amiga via the parallel port, using an adaptor card on the scanner-unit itself, which replaces the usual SCSI ports. It's a pity that ASDG have decided not to support the unit via SCSI, but that's life. It has a hardware resolution of 300 x 600dpi, but firmware (software built into the hardware) interpolation takes this to an output of between 50 and 1200dpi. It's because the

# Power colour han

Colour scanners have always remained in a price range attainable only by the wealthy bourgeoisie. But Power Computing's new hand-held scanner promises to bring colour to the proletariat. **Marcus Dyson** takes a look to see if this could spark a desktop colour revolution…



The Power colour scanner is attractive by hand-held scanner standards. If you want a HAM-capable colour scanner, there's nothing to touch this for the price.

**POWER COLOUR HAND SCANNER** is available from Power Computing on 0234 843388
Price: £239

**HAND-HELD COLOUR** scanners for the Amiga are not common things, though one wonders why not. The technology is nothing new, and the need for them is definitely there. Imagine being able to get any picture you see in a magazine, book or catalogue and capture it as an IFF file for immediate use in *DeluxePaint*, or any other paint package. Let's face it, whether you can draw or not, it would be a god-send.

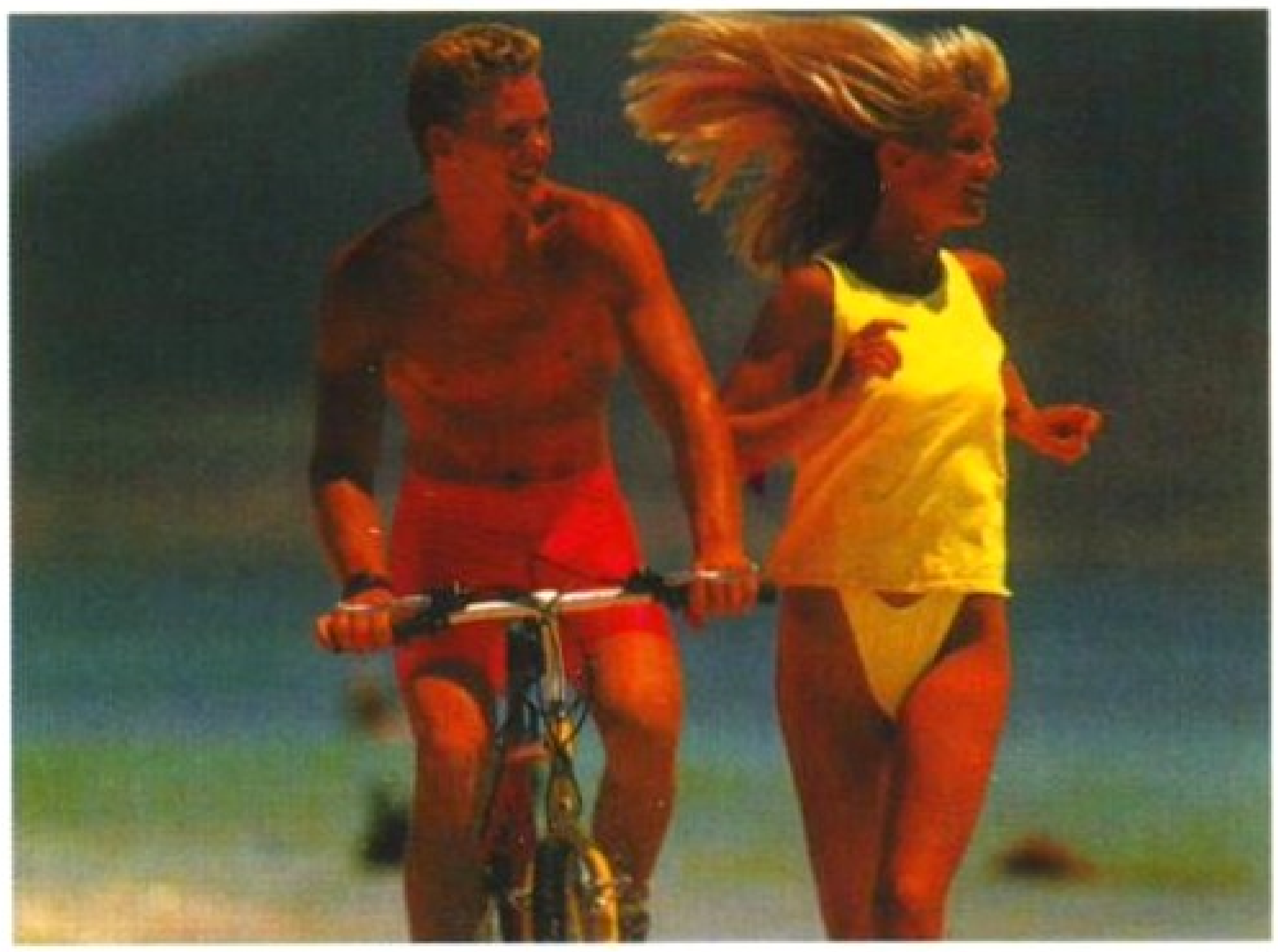
Power Computing, whose mono hand-held scanner beats off all competition in our opinion (***AF***36 – 90 per cent), have come to the rescue. The PowerScan3 looks much like any other hand-held, but beneath the stylish plastic exterior lies something unique in the Amiga hardware field: a colour scanning head. But can this piece of kit possibly give results as good as Power's mono hand-held?

**The unit interfaces** to the Amiga via a Zorro slot in the 'large case' machines, or via the edge connector on the left of the A500/500 Plus. A600/1200 owners are left out in the cold though, at least for the time being. A pity really, because if it could be connected to the serial port it could be used with all Amigas.

The method of actually connecting the scanning hardware to the machine varies depending on which type of Amiga you are using. Despite this it is still fairly straightforward. A500 owners simply plug a metal box into the left side of their machine, and then plug the scanner into the box. Owners of larger machines have to open them up, stick a card in



The Epson is powered by a professional-looking and easy-to-understand interface, courtesy of ASDG's *Art Department*.



The resulting scanned images exhibit good contrast range, saturated colours, deep blacks and pure whites. Perfect scans in fact.

# scanner

scanner is able to handle such high resolutions that the transparency unit becomes a viable accessory. Imagine, if you will, the typical user for this piece of kit – the professional DTPer. He will need to be outputting bitmap graphics at a resolution of at least 200dpi. A typical flatbed scanner can handle about 300 dpi, so if it were used to scan a 35mm tranny, the dimensions of which are about 1.5" by 1", the final image would be around 450 by 300 pixels. An image of this size can only be output at about 2.25" by 1.5" on the printed page. A scanner with a 1,200dpi resolution can scan a 35mm tranny so that the final image can be output at 9" by 6", which is obviously considerably more useful.

**Operation of the** scanner is simplicity itself. Firstly you run the scan-to-disk software, or choose Epson 300 SC from your *AdPro* loaders menu, and you are then presented with a preview scan screen. From here you can make a low-resolution scan of the whole scanner bed, and you are then presented with a mono thumbnail (small scale) of the image.

You can now choose the position and size of the actual scan, and choose the resolution that the 'fine' scan will have. The 'proof' scan screen gives a running indication of how much memory the final scan will require, and warns you if this exceeds the amount available. The 'preview' scan's brightness is adjustable, but this is purely to make it easier to view the preview and doesn't affect the fine scan.

Once you are happy with the preview scan settings, pressing the accept button takes you to the fine-scan window. This is the business end of things, where you can control the quality of your final scanned image. Here is where decisions are made about bit depth, brightness, gamma and colour correction. Users who are scanning into *AdPro* will be able to further fine tune these factors by using the program's excellent image-processing facilities.

The GT-6500 is an extremely desirable piece of kit. If you need to scan transparencies for the Amiga there's nothing to touch it (or even come close to) for the price.

## Epson GT-6500

**SPEED** ●●●●●
Possibly the fastest quality colour scanner *Amiga Format* have ever seen.

**DOCUMENTATION** ●●●●
Epson's scanner documentation is very good, ASDG's software manual is every bit its match.

**ACCESSIBILITY** ●●●●●
No need to even look in the manuals, just do what the on-screen information suggests.

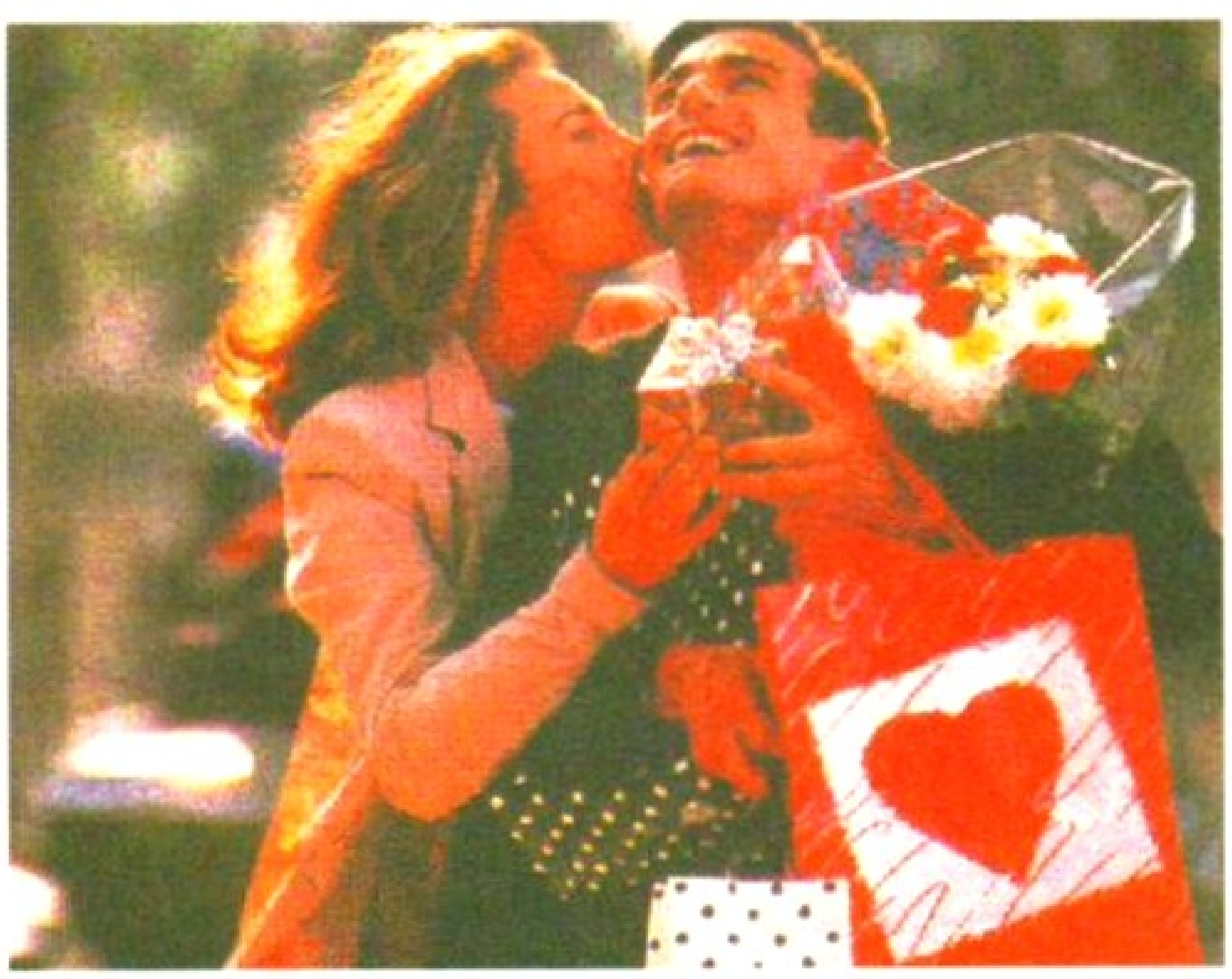
**FEATURES** ●●●●●
Full 24-bit colour scanning on the desktop for under £1,000. And a transparency option too.

**VALUE** ●●●●●
Outstanding value for money. This piece of kit sets whole new standards.

AMIGA GOLD FORMAT **97%**



The interface isn't attractive, but it is easy to use. The colour changes with the HAM base colours of your image.



A PowerScan3 scan. Blacks could be more solid, and colours more saturated, we tried hard, but couldn't improve on this.

# d scanner

a Zorro slot, then place a flange with the scanner socket in the back of the machine. Simple!

**The software is** equally simple to install, but surprisingly powerful considering the budget nature of the package. The system works by a series of toolboxes, all of which are accessible from the main toolbox with the simple click of a mouse button. Pressing the scanner icon brings up the scan menu, which again is a toolbox that enables you to either scan an image to the screen or into the clipboard.

By selecting the scan icon, a requester then enables you to enter the width and height of the desired scan, and check the scanner for resolution settings. This hand-held is capable of scanning at up to 200dpi, and a switch on the scanning head enables you to select 1, 3/4, 1/2, and 1/4 settings, which equates to 200, 150, 100 and 50dpi respectively.

Scans wider than the 104mm width of the scanner's head can be made, but you have to scan the overlapping strip and piece it together with the rest of the scan. This is a hit-and-miss affair, but when you consider the software has automatic colour correction, the chance of getting a convincing colour match at the join is quite remote. Once you're happy with the settings click on 'Okay!' and the scan head will light up. It's then time to draw the scanner over the image. It takes a few minutes for the software to interpret the image data and then the picture appears on-screen as a super bitmap.

The scan we've made here shows little in the way of colour saturation and contrast, and nothing we did with the scanning settings or the image-processing software could satisfactorily correct the matter. The PowerScan3 software can only perform simple image-processing tasks.

Improvements in future releases of the software may lead to better interpretation of the image data, but for the time being users will have to grin and bear it. Not that the image quality is bad, it's just not as good as one might have hoped. But that doesn't change the fact that this is the cheapest and easiest ways of getting colour images into the Amiga. As such, it is worth serious consideration.

## PowerScan3

**SPEED** ●●
Colour scanning is never a fast operation, but PowerScan3 is slow by any standards.

**DOCUMENTATION** ●●●
The documentation is fair, but it would benefit from better illustration and an index.

**ACCESSIBILITY** ●●●●●
After a quick referral to the manual, getting started with PowerScan is quick and painless.

**FEATURES** ●●●●
A number of image-processing features make the software unexpectedly good.

**VALUE** ●●●●●
This is the cheapest way to scan images into the Amiga, and for the money it's very tasty.

AMIGA Verdict FORMAT **79%**

# FREE! ZOOL

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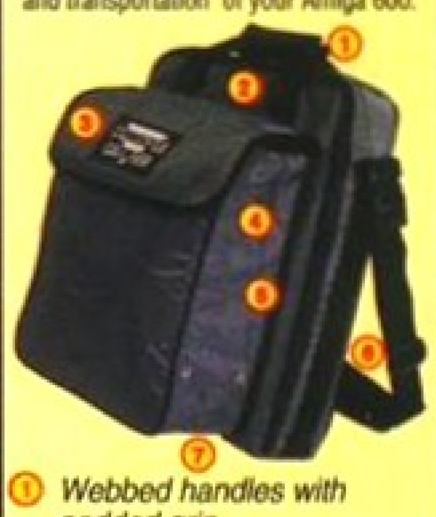
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Word publishers are a popular alternative to DTP programs. **Phil South** finds out if Excellence – an update of Scribble! – can face up to the competition …

# Excellence!

Word publisher ■ £79.95 ■ MSS

**WAY BACK IN** the Amiga's short, but ground-breaking history there was a word processor called *Scribble!* (it was also given away on the ***AF*** 41 Collection Coverdisk). At the time of its release, this was the premier word processor on the Amiga. What was so good about it was that you could type in a lot of words, spell check them, print them out, and do the whole job simply and quickly, without any fuss.

Then MSS 'improved' the design by adding graphics, a thesaurus, a grammar checker, and the whole thing slowed down so much it was impossible to use on anything but an accelerated machine. And the output was rubbish, unless you used NLQ (Near Letter Quality) mode. This was fairly typical, how do software houses do it? They improve something, and it's worse than it was before.

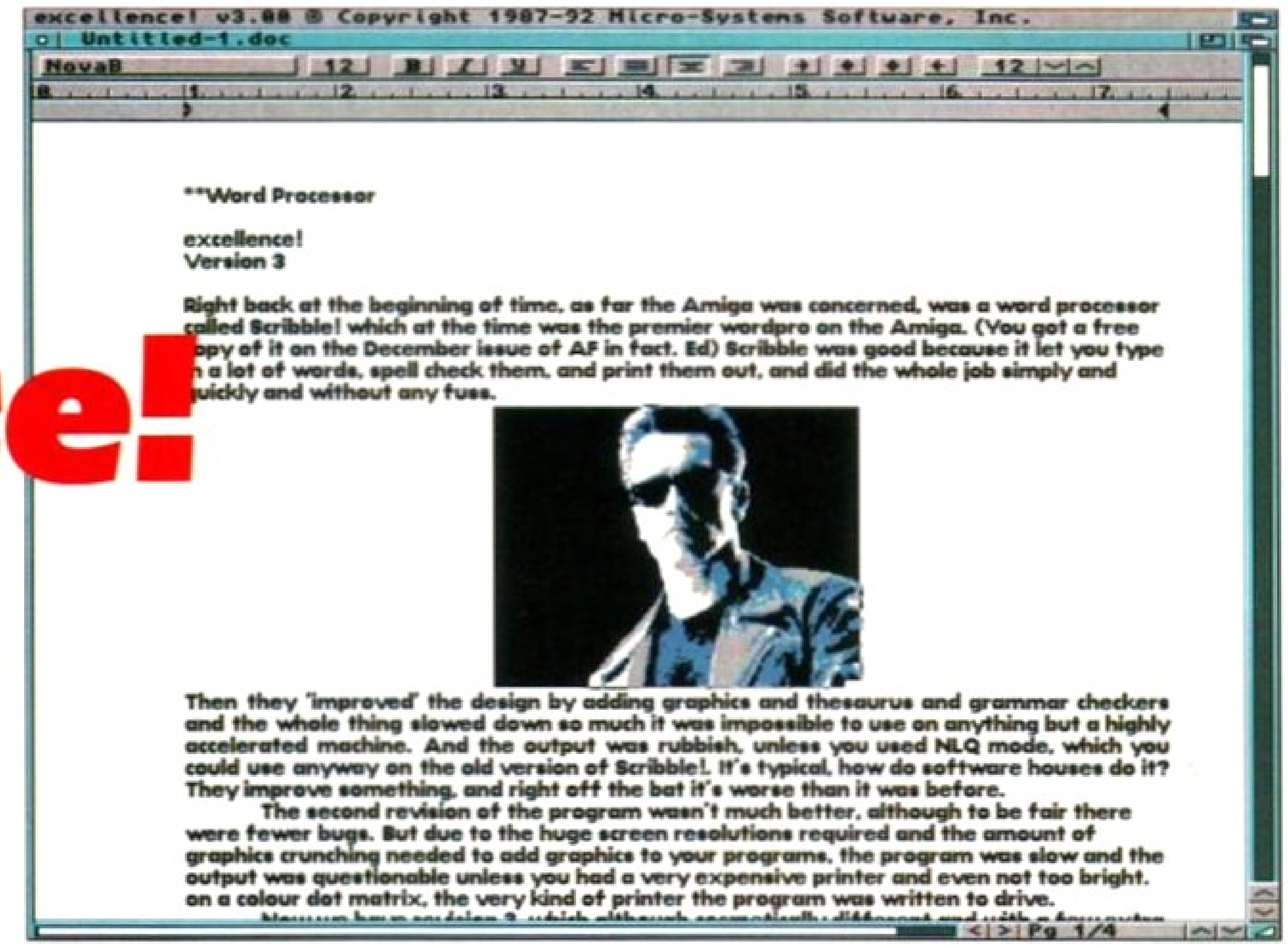
**The second revision** of the program wasn't much better, although to be fair there were fewer bugs. But due to the huge screen resolutions required, and the amount of graphics crunching needed to add graphics to your programs, it was slow and the output was questionable unless you had an expensive printer – it wasn't even very bright on a colour dot matrix, the very kind of printer the program was written to drive.

Now we have revision 3 in the form of *Excellence!*, which although is cosmetically different with a few extra features, it still suffers from many of the pitfalls of the original revision. Fonts loaded into the program look stretched vertically, unless you use flicker mode (OK for flicker fixer or A3000 users) or use specially created fonts, or fonts which look all right in hi-res mode. Output is possible in NLQ mode, which makes use of any fonts your printer has: PostScript mode, which drives a PS printer with special printer fonts; and Graphic mode, which enables you to use colour graphics and fonts with your printer.

The Graphics mode relies upon the awful smoothing that Amiga prefs printer drivers apply to graphics and bitmapped text to improve the low quality. This is nowhere near the quality that you could expect from a word processor which produces outline fonts.

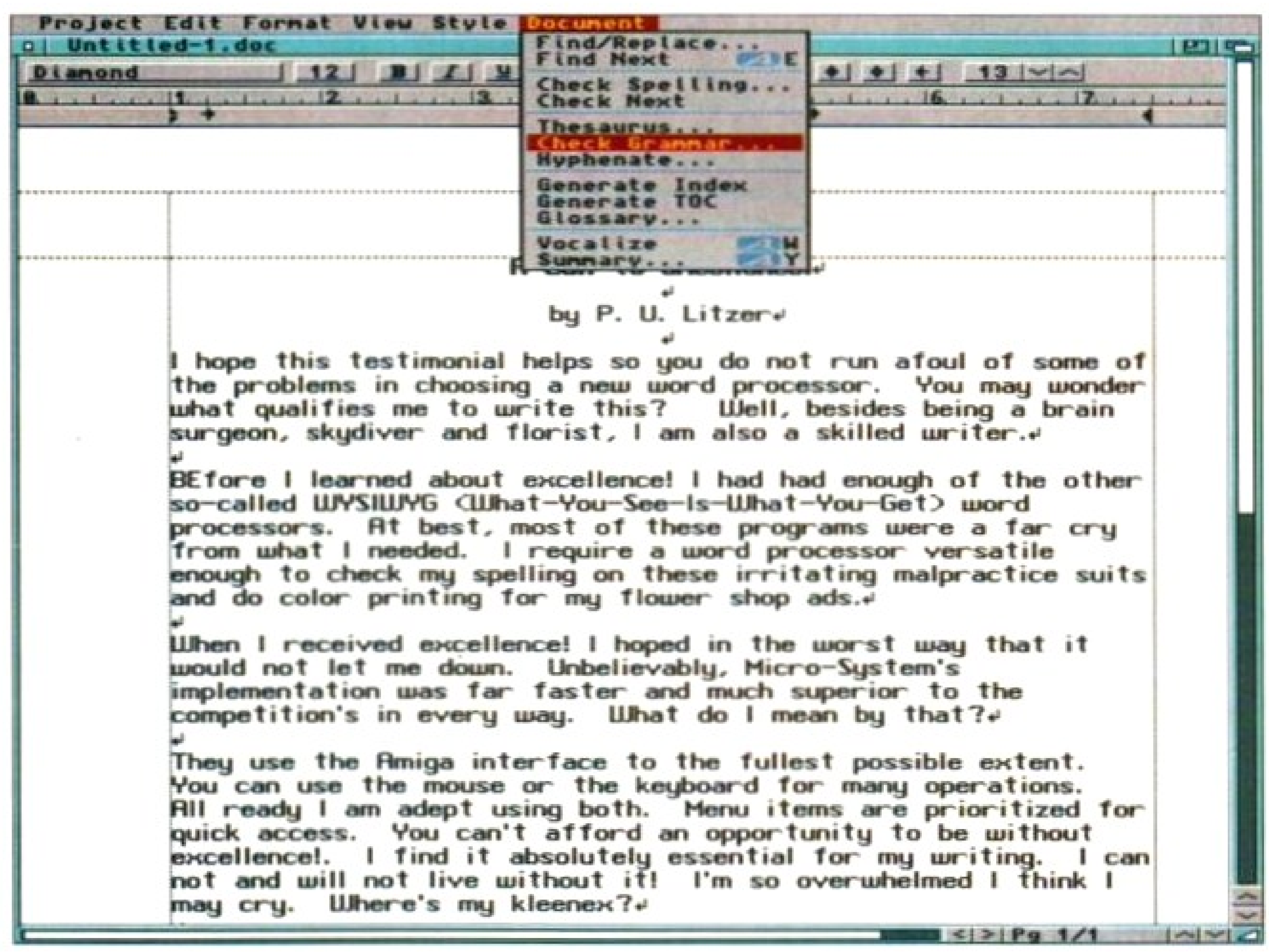
There is a utility to convert metric files from CG fonts into meaningful fonts for *Excellence!*, but once again this merely involves turning basically OK fonts into jaggy ones, which seems pointless in the extreme.

The manual is a nice thick book, but not completely accurate. On several occasions I

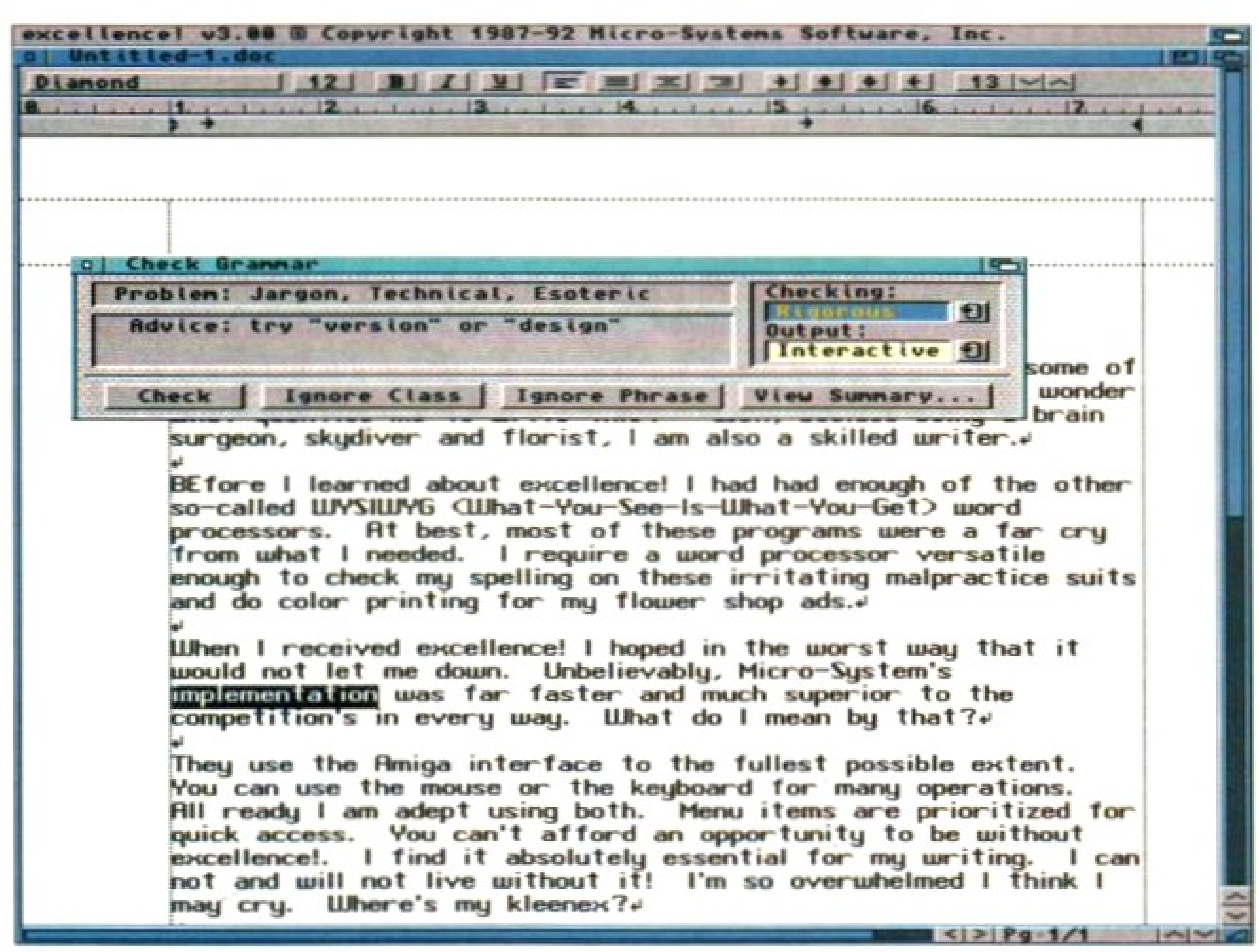



The first version of *Excellence!* was in fact the excellent *Scribble!*, though this was just a standard word processor, and it couldn't import graphics, like this nice picture of Arnie.

**EXCELLENCE!**
**is available from HB Marketing on 0753 686000**

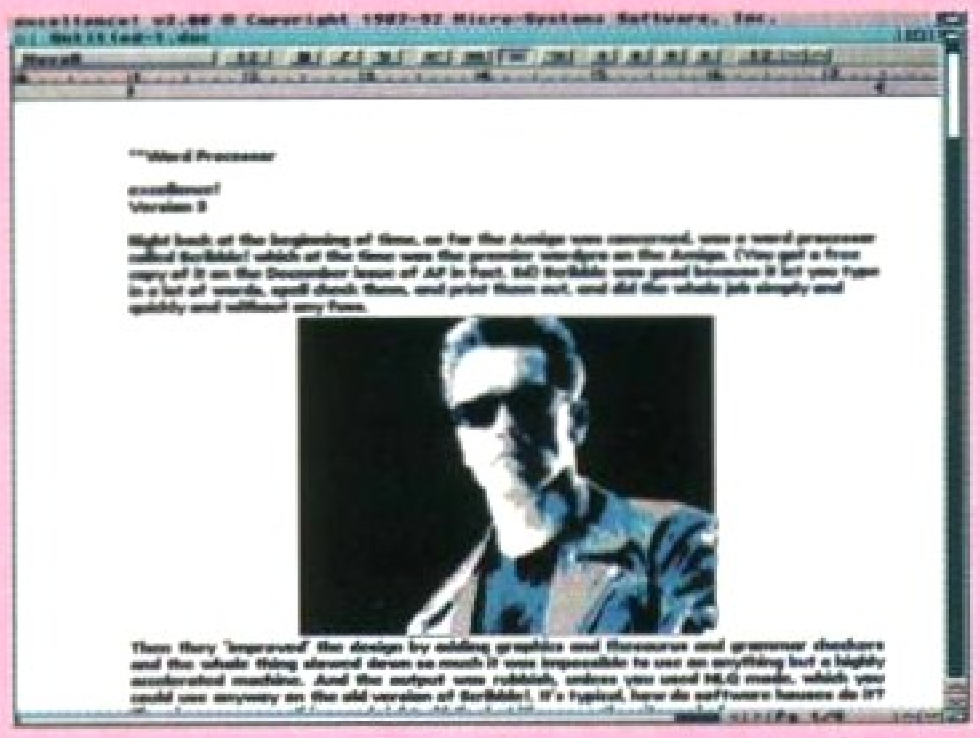



One good thing about the program is that it does have the look and feel of Workbench 2.

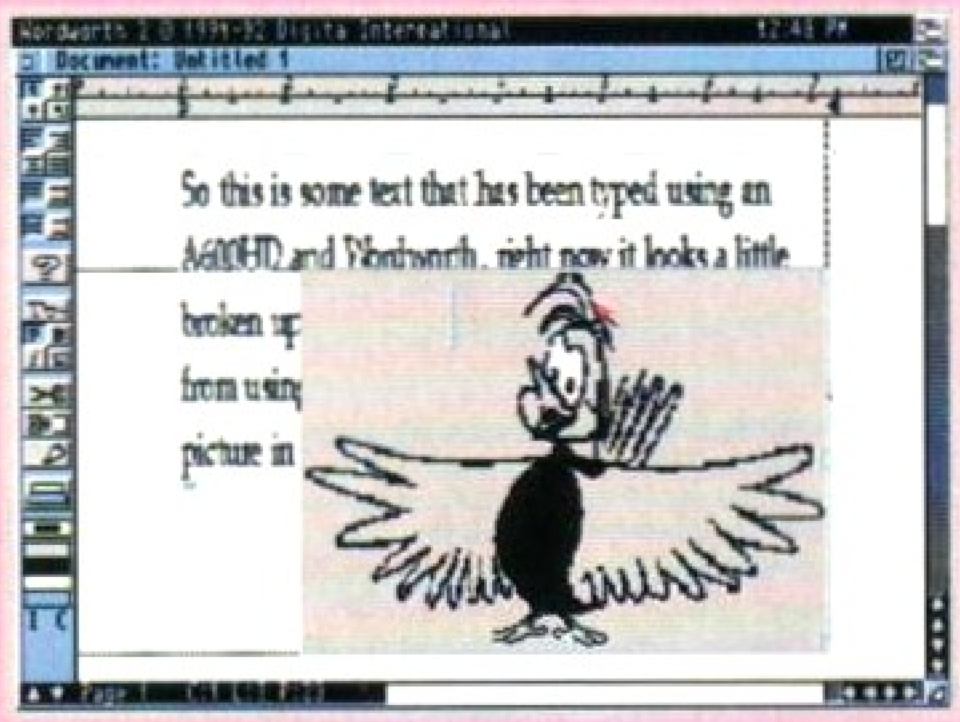



Although it has 'What You See Is What You Get', the print quality will probably mean that you don't.

## EXCELLENCE! VERSUS WORDWORTH 2 AND FINAL COPY II



**How does *Excellence!* compare to its peers? Well just take a look at the bottom line...**



**We reviewed *Wordworth 2* in *Amiga Format* 41 and we gave it a *Format*-Gold winning 91 per cent.**




***Final Copy II* was reviewed in *Amiga Format* 42 and was awarded 84 per cent.**

*Excellence!* is pitching itself against two other word publishers here in the UK: *Final Copy 2* by Softwood in the US (although it's supported in the UK by Gordon Harwood Computers) and the *Wordworth 2* program from Digita, an English company. But its two rivals are better thought out and feature PostScript output and UK English dictionaries. The main problem with *Excellence!* is that it is an old product which still has problems adapting to life in the nineties. Its updates simplu don't bring it into line with the other two programs.

If I pressed to buy any of these products, *Wordworth 2* would be my first choice. Digita have improved its word-processing utilities, and the on-screen fonts by using the Agfa Intellifont system, plus the print quality is superior to *Excellence!*'s.

Next I'd go for *Final Copy 2* and a copy of Softwood's grammar checker. *Final Copy* has some nice outline fonts which look good on any printer, and it performs just as well on PostScript or inkjet-type printers.

Third – and last – would be *Excellence!*, but the print quality would be rather poor in comparison, especially on a dot matrix.

was directed to turn to page 45, but what I was looking for was 10 pages further on. This is foolish. Don't they check stuff like this?

**On a more** positive note, the program has the facility to index and create glossaries, so your documents can look like proper technical documents, with footnotes too. And timed saves which back up your documents after a specified time period are useful. There's also support for the new Amiga resolution modes like Super Hi-res, plus support for the NEC 4FG monitor (reviewed ***AF***38 – 93 per cent).

There's now a speech mode so your Amiga can read your documents back to you (useful for partially sighted or blind people). The font menu has been replaced by a requester, so the program can access any fonts on your system (welcome to the nineties). ARexx support is available, plus the facility to use foreign-language dictionaries, AppIcon and AppMenu support on Workbench 2 machines and all manner of cosmetic updates.

However, even with all these new features, the program is still limited and the major flaws have not been addressed. What is needed is a complete rewrite, not just an update.

The main problem is that in order to get good-quality output you have to either know a lot about the way the Amiga works, or have a lot of ancillary gear like PostScript printers and an accelerator to make the program work properly. Although the same could be said of many top-end software these days, a word publisher is fairly mid-range and so should be easy to use, while still deliver quality results. Sadly *Excellence!* does neither.

If you're going to ruin the basic function of a word processor by adding graphics support and fonts, then the graphics and font handling had better be damn good. The problem with *Excellence!* is that they're not. Printing bitmap fonts on the Amiga has never been a really viable option because the fonts are low resolution (at least as far as a printer is concerned) and so they can't really produce top-quality output.

> “If you're going to ruin the basic function of a word processor by adding graphics support and extra fonts, then these had better be damn good.”

***Excellence!* is a** good idea which fails to deliver because MSS have not thought it through. Sure, if you've got a PostScript printer then you're laughing, everything will look great. But what if you've got a dot-matrix printer? The poor print quality would not make anyone happy. The only really safe way of using bitmaps is to use fonts twice the size you need, and then you end up with something worth looking at on a 200 or 300dpi printer. You can do this with *Excellence!*, but it takes a lot of faffing about, and why should you bother when other programs like Digita's *Wordworth* and Softwood's *Final Copy 2* do it all for you (see above).

*Excellence!* has now been revamped to look like Workbench 2. It's been speeded up, but when all is said and done it's still version 1 with a few knobs on. PostScript output is perfect, but then again if you're in the PostScript market, you can afford to shop around for a better engine to put text and graphics on the page, (such as Gold Disk's new *Professional Page 3* and *Professional Draw 3* bundle for £99.) Why make do with a word publisher when for the same price you can have a full-blown DTP program? I can't think of a reason in the world.

If you have your heart set on buying *Excellence!*, then try before you buy, and see if you like the output. Otherwise avoid it like a frothing, hungry-looking, rabid pitbull.

### Excellence!

**SPEED** ●●●
Not fast at all really, although it is an improvement on previous revisions.

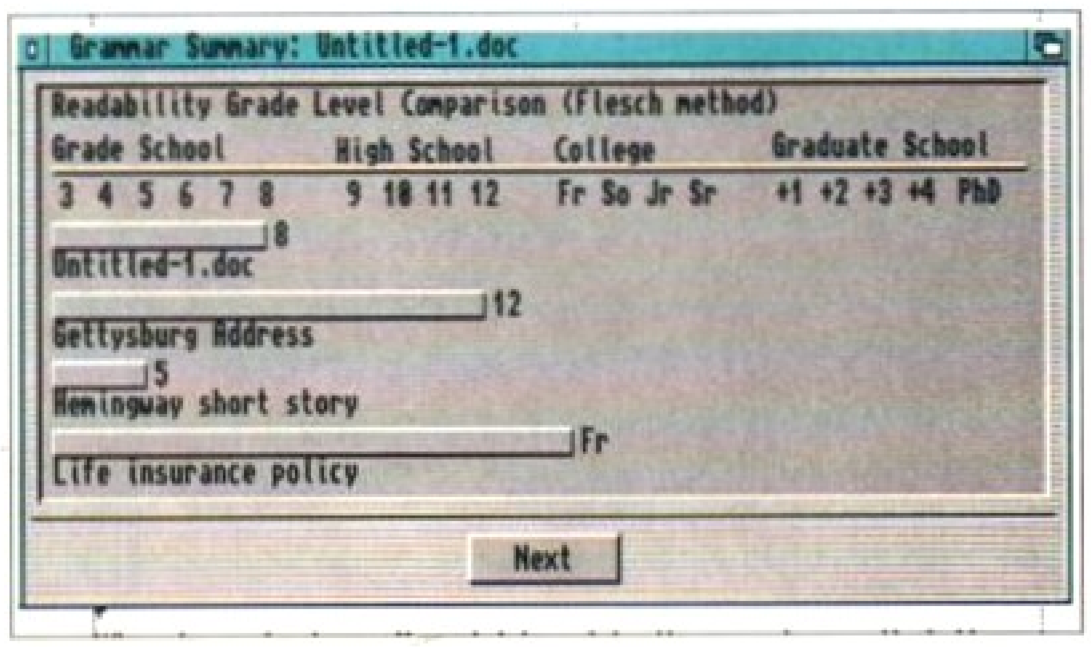
**DOCUMENTATION** ●●●●
Nice fat book, with a supplement for the new version tacked in the front.

**ACCESSIBILITY** ●●●
Easy to start using, but a lot of faffing is required to get the best out of it.

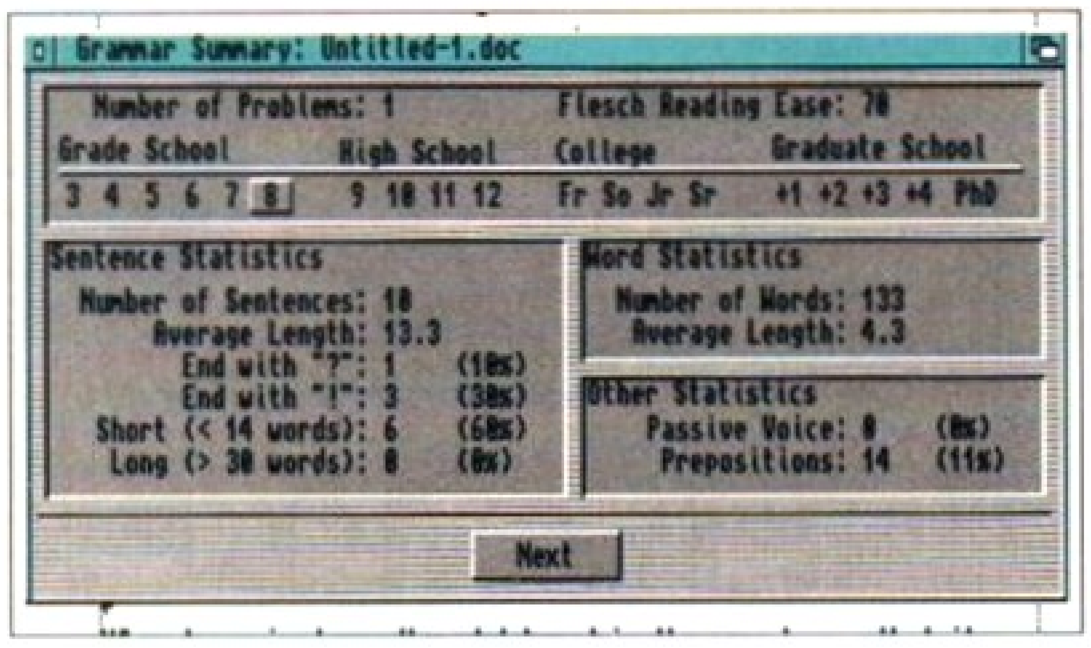
**FEATURES** ●●●●
Top marks for the spelling/thesaurus/grammar checking, but it falls down on output.

**VALUE** ●●●
A lot of features, but it's let down by poor output on anything but PostScript printers.

**Verdict 64%**




**The grammar checker checks the readability of your text and grades it according to the Flesch method – whatever that is.**




**By checking your grammar! and punctuation!!, you can check if you have been too liberal with your exclamation marks!!!**

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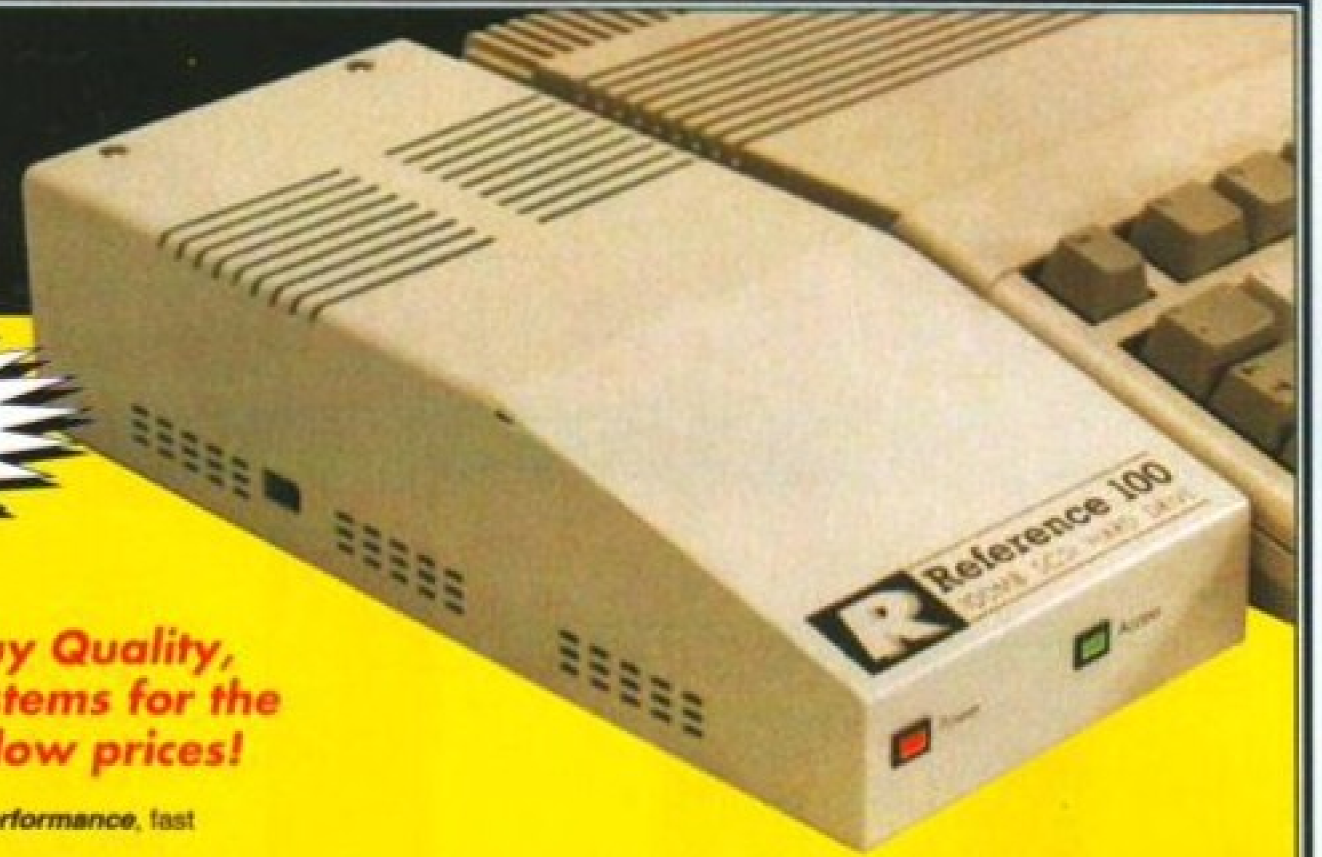
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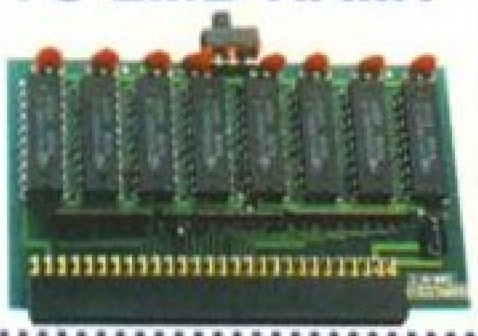
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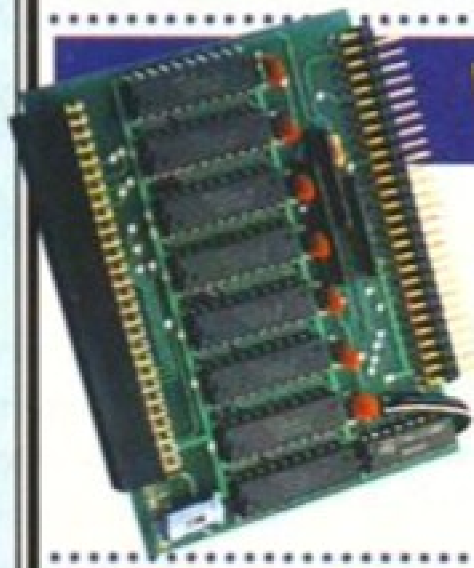
Fully populated board increases total RAM in A500 to 2Mb! ☆ Plugs into trapdoor area, & connects to 'GARY' chip ☆ Includes Battery-Backed Real-Time Clock ☆ Socketed RAM ICs on 512K / 1Mb Versions



Unpopulated RAM board with clock .................... £ 34.95
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N.B.: The expansion board requires Kickstart 1.3 to operate - Kickstart 1.3 upgrade available from us for £29.95

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With our MEGABOARD, you can further expand your A500's memory to *a total of 2MB* without disposing of your existing 512K upgrade (must be 4 x RAM-chip type, or not exceeding 9cm in length).

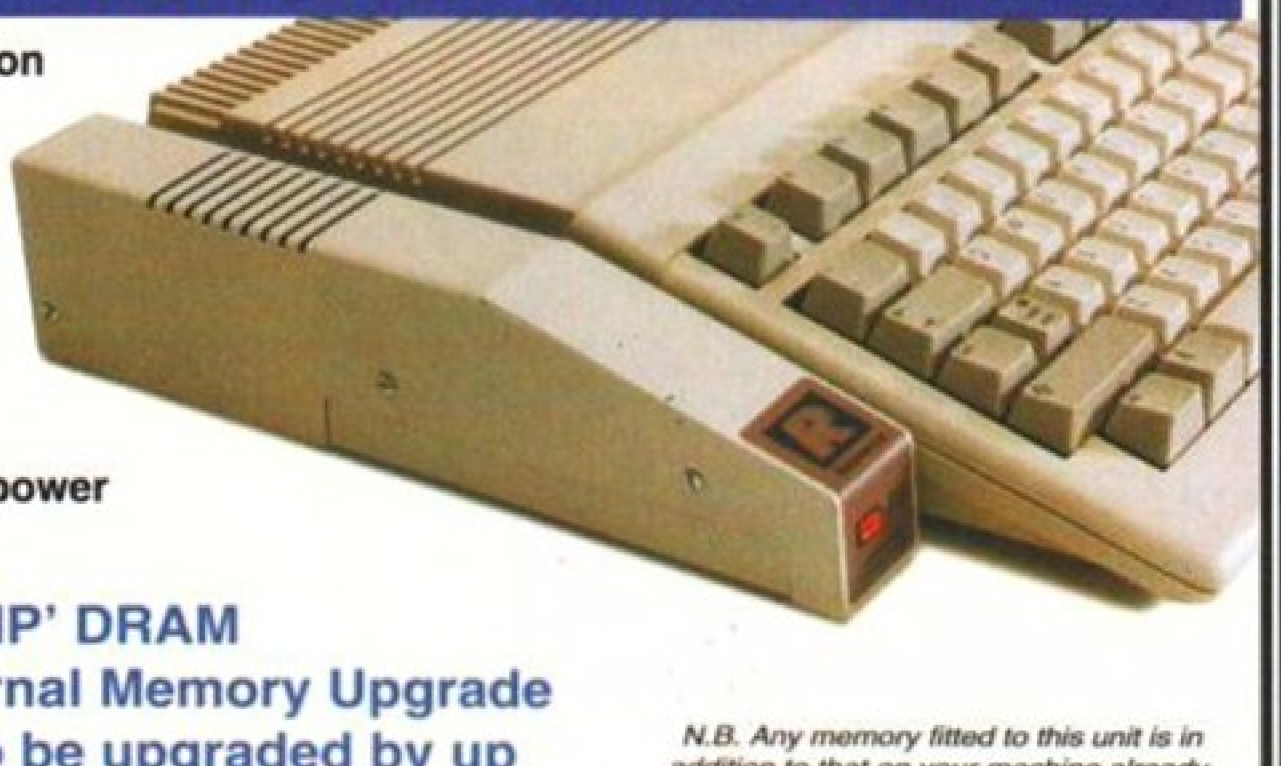
**CONNECTS TO YOUR 512K RAM UPGRADE TO GIVE 1.5MB**

**ONLY £42.99**

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- ☆ Throughport for further expansion
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Prices Include VAT, Delivery and Connection Cable

**ALL EVESHAM MICROS STAR PRINTERS INCLUDE 12 MONTHS ON-SITE WARRANTY**

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| **Star LC 24-200C** Superb 24-Pin Colour, 5 fonts, 200/67cps | £ 276.13 |
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| **Star XB24-200** COLOUR 24-pin, 80 col. power printer | £ 405.38 |
| **Star XB24-250** 132 column version of XB24-200 | £ 492.33 |

| | |
|---|---|
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| **Hewlett-Packard Deskjet 500C (Colour)** | £ 445.33 |
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**GOLDEN IMAGE OPTICAL MOUSE** Amiga/ST compatible - excellent travel+accuracy assured. **NEW LOW PRICE!**.. £ 29.00

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# NEW! A500 ROM SWITCHER

***SWITCHING BETWEEN VERSIONS OF KICKSTART ON YOUR A500 IS EASY WITH OUR NEW ROM SWITCHER!***

You can improve software compatibility on your A500 Plus! By fitting our ROM switcher, you can alternate between the Kickstart 2 already resident and another version of Kickstart ROM chip, giving you the freedom of choice. Fitting is very simple indeed, and requires *no soldering* or special technical knowledge. Fitting allows two methods of switching; either by keyboard reset, or by an external toggle switch. **N.B. Kickstart ROM not supplied. A500 Revision 5A boards will require circuit modification.**

**ONLY £24.95**

| | |
|---|---|
| **Kickstart 1.3 ROM** supplied separately | only £29.95 |
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# ZY-FI Amplified Stereo Speakers

**REALISE THE TRUE SOUND POTENTIAL OF YOUR AMIGA WITH THIS PAIR OF FULL RANGE SPEAKERS !**



Your Amiga produces fine quality hi-fi stereo sound. Enjoy quality stereo sound reproduction *to the full* with this new design twin speaker system! Incorporates a built-in amplifier with separate adjustable volume controls for each speaker unit. Runs from PSU (supplied) or from batteries (not included).

*Speaker Dimensions 160x95x105mm (HxWxD)*

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Features: Push-over • Grand Prix • Putty • Delux Paint III • 12 months on-site maintenance

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For any A600.........£149.00

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*Please note the hard disk installation is not covered by on-site warranty*

| | 60Mb | 120Mb |
|---|---|---|
| STANDARD PACK | £479.99 | £599.99 |
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## AMIGA 1200

KickStart/Workbench 3.0 • Fast 68020 processor • AGA chipset • CPU/DMA expansion port • PCMCIA expansion slot

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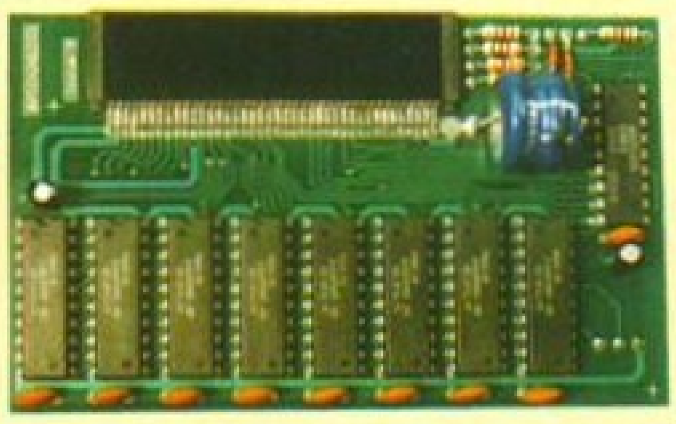
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|---|---|
| 60Mb | £229.00 |
| 120Mb | £359.00 |

## NEW FROM Evesham Micros A600 1MB RAM/CLOCK UPGRADE

***UPGRADE YOUR NEW A600 TO 2Mb WITH THIS SIMPLE PLUG-IN MEMORY UPGRADE!***

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**ONLY £39.99**



# ROCGEN GENLOCKS

OFFERING EXCEPTIONAL VALUE FOR MONEY, the Rocgen Genlocks offer levels of quality, function and sophistication not normally available in this price category.



Genlock Plus

*SPECIAL OFFER! ROCGEN MK II INCLUDES 'HOME TITLER' SOFTWARE FOR A500*

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**£269.00** Including VAT, delivery & cable

**Philips CM8833 Mk.II Monitor** (Genuine UK version), includes cable, 1 Year on-site maintenance and 'Lotus Esprit Turbo 2' game .......... £ 229.00

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| **Add-on hard drive for A590** external cased unit with power supply | |
| 40Mb | £ 249.00 |
| 100Mb | £ 399.00 |
| **MIDI Interface** connects to serial port | £ 19.95 |
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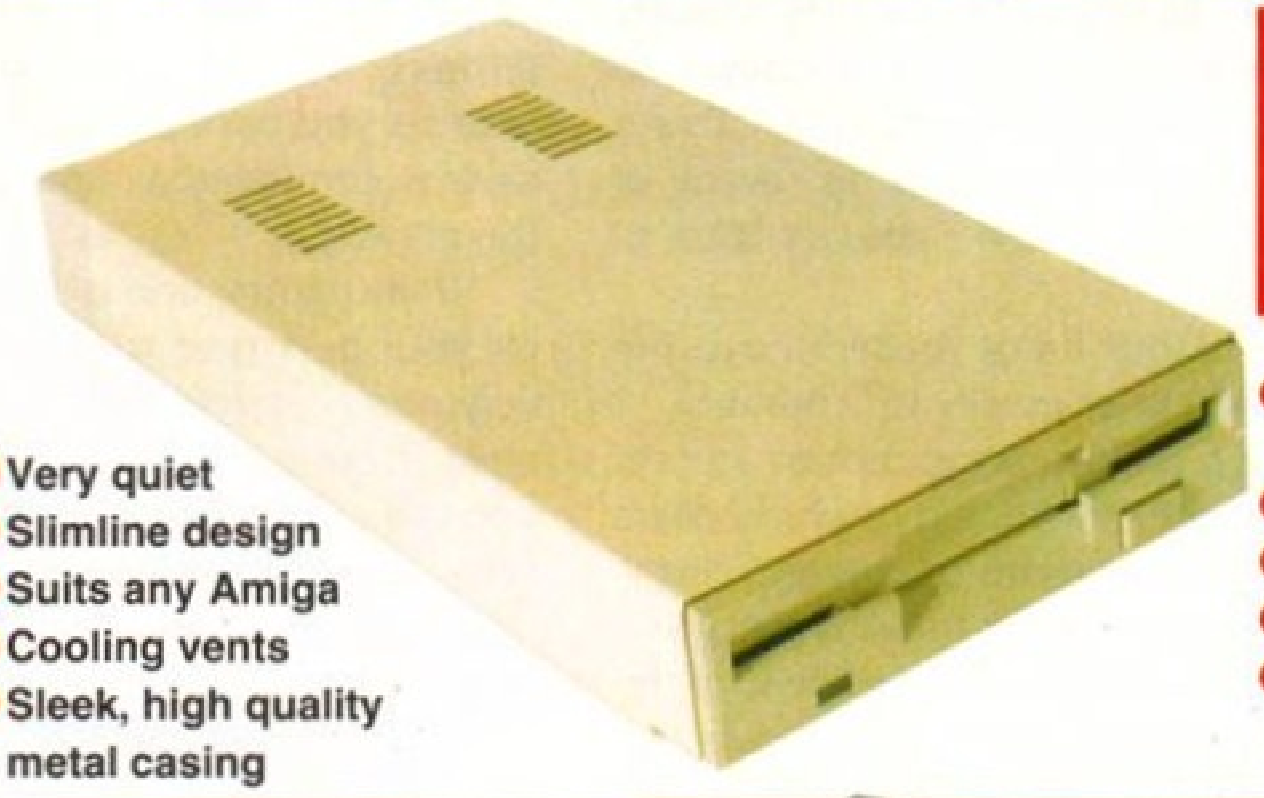
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**Replacement Power Supply for A590 Hard Disk**.........£ 49.95

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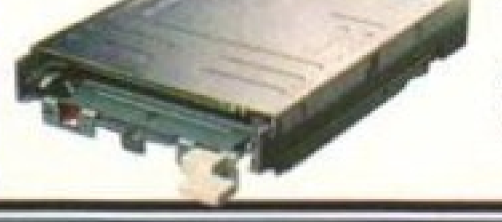
AMAZING LOW PRICE !

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**Evesham Micros** • NEW LATE NIGHT SHOWROOM OPENING UNTIL 7PM, WEDNESDAY TO FRIDAY




Did you read the review of the OKI OL400 laser-quality printer in **Amiga Format** 43? Well if you did, then you'll know that we think it's the best thing since bread that's been sliced and put into a polythene wrapper. If you didn't read the review (and why not?) then don't worry, because we're giving you the chance to win, courtesy of OKI, two of these rather special pieces of kit worth £2,200! Now, if you've been promising yourself a decent printer, or even just a printer, then get your head round these questions in...

# The Grand Amiga Format

# Win an OKI OL4

**"The OKI OL400 is a well-designed and good-looking printer that brings you quality results at inexpensive prices. Not only is it cheap to buy, it's also pretty cheap to run too."** This is the verdict given by Jason Holborn in his review of the OL400 which appeared in the February issue of **Amiga Format**.

This month, two of our lucky readers have the chance to win an OL400 laser quality LED printer.

The entire OKI page printer range centres around LED (Light Emitting Diode) technology, which offers benefits over laser printers in terms of greater reliability. This is because there are fewer moving parts and the print quality is better. OKI are so confident of the reliability of this system that they give a five-year guarantee on the LED printhead.

Another big advantage of the Oki OL400 is the incredibly low price of the toner cartridge – instead of the usual £70 plus that you find with most laser printers, a toner cartridge for the OL400 LED will only set you back a mere £20, which will mean you'll save a considerable amount during the lifespan of the printer.

If you fancy one of these excellent machines sat on your desk next to your Amiga, and it would look very nice – as well as being massively useful – all you have to do is answer the 10 questions printed on the page to the right. Then write your answers on a post-card, along with your name, address and a daytime telephone number, stick a stamp on it and bung it to us by Her Majesty's mail.

We'll be drawing the winners on March 18, who then will be notified shortly thereafter. So get your entries in, and good luck!




## HOW TO ENTER

Simply write down the answers to all 10 questions on the back of a postcard or stuck-down envelope along with your name and address, then send it to

Grand Quiz March,
*Amiga Format*,
29 Monmouth Street,
Bath,
BA1 2DL

to reach us before March 18. You can enter as many times as you like provided that each entry is posted separately. Please do not include entries with any other correspondence to the magazine; the competition address is different from our normal address.

## THE RULES

Employees of Future Publishing, OKI Systems (UK) Ltd and extra-terrestrials stranded on Earth after a spacecraft crash are not allowed to enter.

Entries will be drawn from a hat after the date of closing and the first two correct entries will win. The judges' decision is final and no correspondence will be entered into. No cash or other alternative prizes will be offered, but we reserve the right to offer prizes of an equivalent value if the prizes named are unavailable.



# Quiz for March
# 00 printer

OKI
People To People Technology

1 What does LED stand for?

2 How many years is the LED printhead in an OKI OL400 printer guaranteed for?

3 What score did *Amiga Format* award the OKI OL400 in Issue 43?

4 *The Guttenberg Bible* is a famous landmark in the history of printing, how many lines is it famous for having?

5 Which company prints *Amiga Format*?

6 What part of the body is covered in Whorls and Loops?

7 Which diminutive US pop star has a backing group called the New Power Generation?

8 What type of collectable Japanese goldfish has a name which is an anagram of OKI?

9 What does dpi stand for?

10 What record was Number One in the British charts on the 1 January 1990?

From the makers of Fun School comes ADI – 'edutainment' for the over 10s. **Gary Lord** finds out whether it's more fun than school...




**Adi is your guide through some maths tuition. The category chosen is Pythagoras. Do well and your score will increase and Adi will reward you with a game or two.**

# ADI Education Software

French/Maths/English ■ £25.99 each ■ Europress

**EUROPRESS SEEM TO** have the market cornered in the education market with their excellent *Fun School* programs. These are divided up into three sub-categories, for children of different ages and abilities, though the oldest age group they go up to is 10.

It's about time then, that Europress put their talents into providing some sort of educational instruction for the over 10s, which is precisely what they've done with their new ADI packages. Instead of cute little bear and frog characters to base educational exercises around, this time they've picked an alien as their central character. His name is, aptly, Adi, and he is millions of years old and used to live on an asteroid.

The Adi character is probably fine for the younger age group (11-13), but for the older age set, Adi and the way the programs are set up is probably a bit too juvenile. The 13/14 age *ADI* programs certainly seem to be an afterthought as far as the *ADI* interface is concerned. There is no difference between the two programs in character and format, apart from the fact that the educational content is more advanced. The *Fun School* series, though, has different characters to suit the growing child, starting with a Teddy for the younger ages, and Sammie the Spy for the older ones.

Each *ADI* program comes on two separate disks. The first is a loading disk in which Adi introduces himself, and you introduce yourself to him. He then goes on to explain how the menu bar at the bottom of the screen works. The second disk is the application disk which contains all the exercises. When you load the application you are presented with a scene-setting picture, and as you point the cursor at different subjects and objects in the picture, various topics appear. You then click on the topic that you wish to study and another picture comes up with various sub-sections.

Adi is there to reward you with various sentences such as "Yo dude you're really on form today", which I imagine most 14-year-olds will tire of sooner or later. Questions are asked and you either type in the answers or click on the right reply with the mouse. If you're somewhat bemused by any particular topic then help is always at hand by just clicking on the 'Help' icon. So if you're not to sure about whether 'i' comes before 'e', or where your speech marks and commas should go, then 'teacher' is there to help.

**ADI 13/14 is available from Europress 0625 859333**

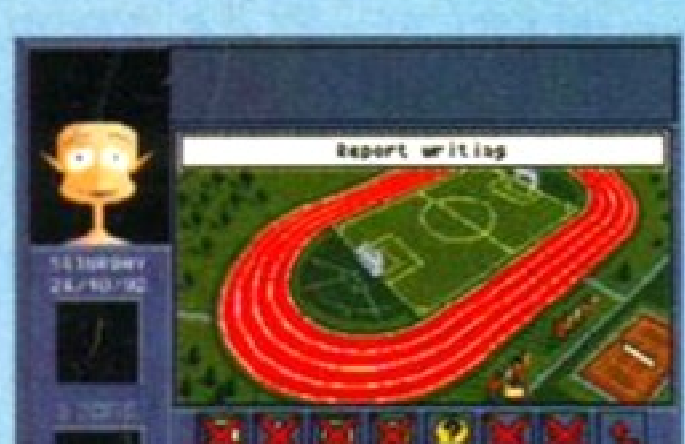
Some questions are based on the 'Read Me' document which can be accessed by just clicking on it. If you get the answer correct, a small animation, for example a man walking over a rickety bridge, will be displayed at the bottom of the screen. If you get the answer wrong the same animation will play, but something will go drastically wrong – ie the bridge will collapse as he walks across it.

**Accumulation of points** is the object of the exercise. The more exercises you complete correctly, then the more points you get. And what do points make? Prizes? Not quite. They make games, of the early arcade variety. In fact the exact same games that are in the preceding Adi programs. Whether students will persevere with the program to gain enough points to win all 10 games, or whether they'll become bored and simply insert the latest Ocean shoot-em-up is another matter.

Educationally, the programs have plenty of content, although I can't see a great deal here which is going to make French, Maths and English much more interesting than plain old pens, paper and text books. The programs don't push the Amiga to its limits – it's the same-looking screen whatever subject or age range you're dealing with. There is one nice little touch though. If you get the wrong answer repeatedly, Adi tells you to have a break. When you return, you discover him having forty winks, and you wake him up as soon as you touch the keyboard.

This doesn't mean that this program isn't worth splashing out on. With plenty of exercises, the student can go at their own pace and concentrate on areas that they find difficult without needing a teacher on-hand.

## ADI – WHERE THERE'S TIME FOR WORK AND PLAY



**The English disk covers basic spelling and some excellent English comprehension exercises.**



**The French disk covers material that you would use on a holiday to France, but retains a high educational content.**




**One of the 10 games that ADI rewards students with. They are fairly basic, but fun, and are an incentive to carry on.**

## ADI EDUCATION

**SPEED** ●●●●
Once you're in an application then it is quite quick. The usual pain with loading though.

**DOCUMENTATION** ●●●●
Comprehensive instruction manual, but nothing to add to the educational content.

**ACCESSIBILITY** ●●●●●
Very easy to access the programs, and a very friendly interface.

**FEATURES** ●●●
Nothing particularly new here, and the format probably suits a younger age group.

**VALUE** ●●●●●
Polished software, and probably worth it if it keeps your kids off the games for a while.

AMIGA FORMAT Verdict **75 %**

# Ladbroke Computing

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PR1 2QP

Ladbroke Computing International are one of the longest established home computer dealers in the U.K. We have developed an extensive customer service policy which involves testing of all Hardware prior to despatch to ensure that goods arrive in working order, offering free advice and support over the phone and keeping cutomers informed. Although our prices are not always the cheapest we do endeavour to offer consistently good service and backup.

All prices are correct at copy date 14/1/93 (while stocks last), and are subject to change without prior notice. All prices include VAT but exclude delivery.

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**Delivery**
Add £3 for postal delivery (check with staff before ordering)
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## Printers



| | | |
|---|---|---|
| ***Star*** | | |
| **Star LC20** | £ | 124 |
| **Star LC100 colour** | £ | 165 |
| **Star LC24/100** | £ | 179 |
| **Star LC24/200 colour** | £ | 259 |
| **Starjet SJ48 Bubblejet** | £ | 210 |
| **SJ48 Sheetfeeder** | £ | 69 |
| ***Citizen*** | | |
| **Citizen Swift 240 Colour** | £ | 270 |
| ***Hewlett Packard*** | | |
| **HP Deskjet 500** | £ | 339 |
| **HP Deskjet 500 colour** | £ | 449 |
| ***Lasers*** | | |
| **Seikosha OP104** | £ | 549 |

- 512K RAM (Exp to 2.5Mb)
- HP Laserjet IIP emulation
- 14 resident fonts
- 12 months on site warranty

**Ricoh LP1200** £ 759

- Fully HP III compatible
- 400Dpi resolution
- 2Mb RAM on board
- Serial & Parallel ports
- 12 months on site warranty

All Star dot matrix printers come complete with 12 months on site warranty. Please add £3 for Centronics cable.

## Hand Scanners



- 100,200,300,400 Dpi resolutions.
- 1 letter mode, 3 photo modes.
- Includes two of the most respected graphics packages, MIGRAPH'S TOUCH UP and DELUXE PAINT III.

**Golden Image Scanner** £ 99.99
**Jin Scanner** £ 89.99
Jin as above but excluding Touch Up.

## GVP II Hard drives

- Quantum SCSI Hard drive
- Ultra fast 11ms access
- Up to 8Mb RAM on board
- Disable switch
- 2 year warranty

| | | |
|---|---|---|
| **52Mb No RAM** | £ | 329 |
| **52Mb 2Mb RAM** | £ | 369 |
| **52Mb 4Mb RAM** | £ | 429 |
| **120Mb No RAM** | £ | 439 |
| **120Mb 2Mb RAM** | £ | 479 |
| **120Mb 4Mb RAM** | £ | 529 |
| **120Mb 8Mb RAM** | £ | 649 |
| **2Mb SIMM upgrade** | £ | 48 |
| **4Mb SIMM upgrade** | £ | 93 |
| **8Mb SIMM upgrade** | £ | 180 |

## Repair Services

*Our Service department can repair Amiga's in minimum time at competetive rates. We can arrange for courier pickup and return delivery of your machine to ensure it's safety. We even have a same day service which will ensure your machine is given priority and subject to fault, completed the same day. We can fit memory upgrades, ROM upgrades. We offer a Quotation service for £15 for which we will examine your machine and report back with an exact price for repair. If you do not wish to go ahead with the repairs then just pay the £15. However if you do go ahead then the charge is included in the minimum charge. Please note: The minimum charge covers labour, parts are extra.*

| | |
|---|---|
| **Quotation service** | £ 15 |
| **Min repair charge** | £ 35.25 |
| **Courier Pickup** | £ 11 |
| **Courier return** | £ 6 |
| **Same day service** | £ 15 |
| **A500 PSU** | £ 39.99 |
| **Internal drive** | £ 39.99 |

## Atari Falcon 030

The Falcon features: 16MHz 32 bit 68030 CPU, 16MHz Blitter, 32MHz DSP, 8 channel 16 bit CD quality sound chip, VGA resolution in 65536 colours, Mutitasking TOS, Network port, 1.44Mb floppy, expandable to 14Mb RAM, Stereo microphone input for direct sound digitising, Stereo sound output.

**Falcon 1Mb RAM** £ 479.99
**Falcon 4Mb RAM 65HD** £ 879.99

## Amiga 600 Packs

**Amiga A600** £ 249.99
Includes: The new reduced size keyboard, internal modulator, 1Mb on board RAM, Workbench 2.05. Will take smart cards. Also includes 12 months on site Warranty.

**Amiga 600 wild, wierd and wicked pack** £ 299.99
Includes A600 with Pushover, Microprose Grand Prix, Silly Putty and Deluxe paint III.

**A600HD Epic Pack** £399.99
Includes A600 with 20Mb internal hard drive and Epic, Trivial Pursuit, Rome Myth.

**A500 Plus Cartoon Classics** £ 274.99
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**A500 Class of the 90's** £ 434.99
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**Mini Office** £ 45
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**Compendium Six** £ 29.99
A Pack of 6 educational games to encourage creative learning in Maths, Science, Geography and English.

## Mice



**Golden Image Mouse** £ 14.99
The Golden Image Mouse was recently given an Amiga Format Gold Award with 90% and offers 290 Dpi resolution, 2 high quality microswitched buttons and a free mouse mat.

**Optical Mouse** £ 24.99
The Golden Image Optical Mouse is a high quality, 3 button, replacement mouse. The fully Optical mechanism means no moving parts offering far higher reliability. Includes Mat.

**Jin Mouse** £ 7.99
Don't be deceived by the low price of this mouse. Mass production of the Jin mouse has resulted in a high quality Opto/Mechanical mouse featuring 290 Dpi resolution.

**Ladbroke's Mouse mat** £ 2.98
Please add £2 for P&P on mice.

## Floppy Drives



- 880K formatted capacity
- Double sided, Double density
- Through port

**GI External drive** £ 47.99
**Amiga internal drive** £ 49.99

## GI Brush Mouse



*"The Natural way to draw"*

- 150Dpi resolution
- Opto/Mechanical mechanism
- 500mm/SEC tracking speed
- Switchable between Amiga/ST
- Direct Mouse replacement.

**GI Brush Mouse** £ 19.99
**GI Brush + Dpaint III** £ 24.99

## RAM Upgrades

**A500 512K with clock** £ 17.99
The golden Image 512K RAM upgrade includes battery backed clock and enable/disable switch.

**Xtra RAM A500 + 1Mb** £ 49.99
The Xtra RAM for the A500 Plus only, adds 1Mb of chip RAM to the A500 Plus.

**A600 Amitek 1Mb with clk** £ 42.99
Plugs straight into A600 trap door. compatible with A600, A600HD.

## Accessories

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**Philips 8833MKII** £ 229.99
This best selling colour, stereo monitor comes complete with 12 months on site warranty and free Lotus Turbo challenge II.

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- 39 channel remote control
- Flat Screen

**Philips 15" Cube Teletext** £259.99

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- 3 Speaker sound

| | | |
|---|---|---|
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**with Labels boxed in 10's**

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Please add 50p per 10 discs when ordering to cover P & P

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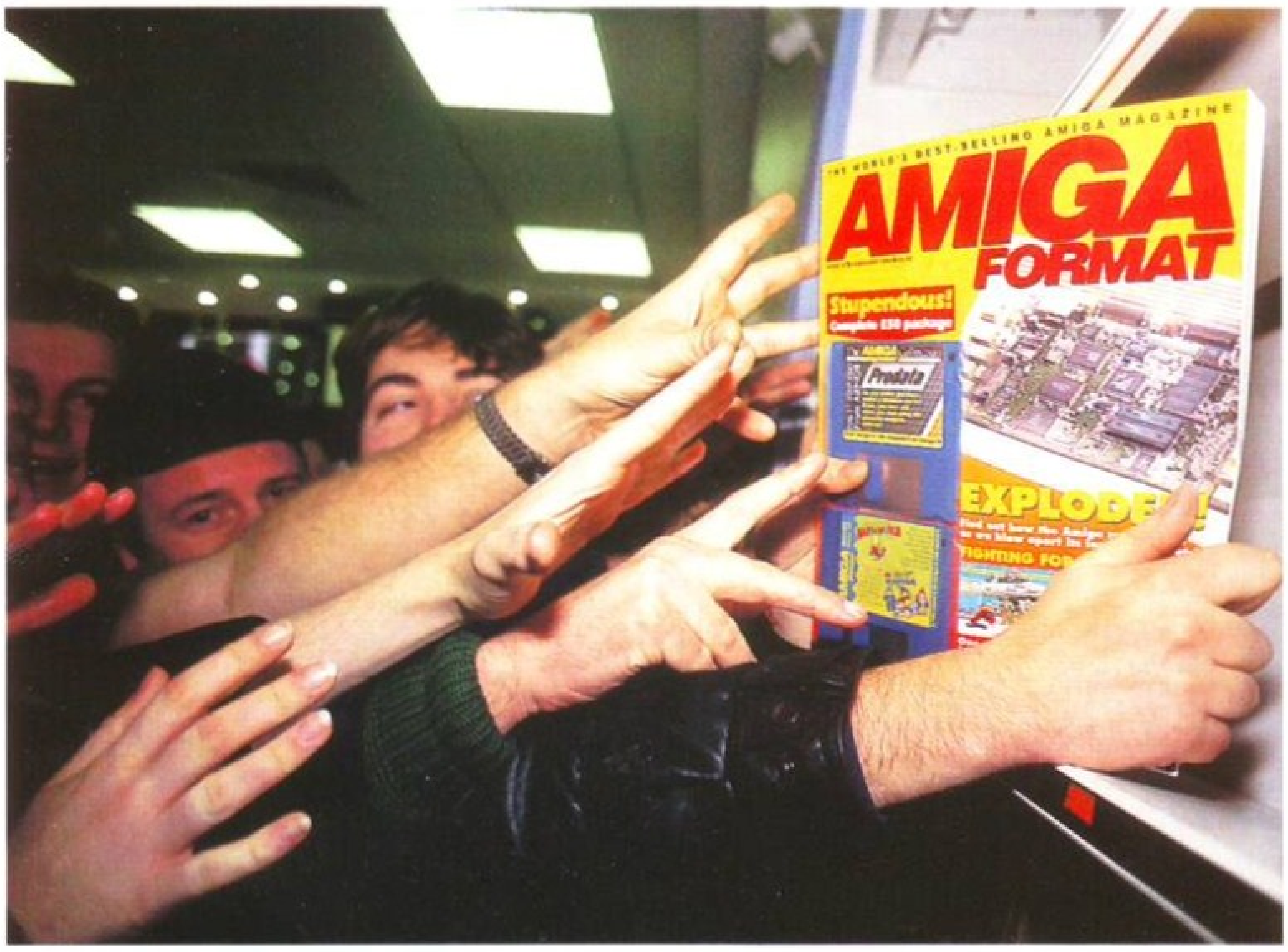
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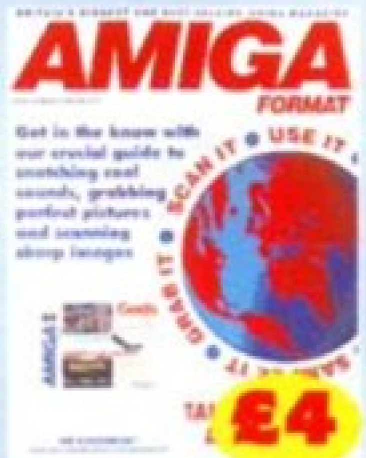
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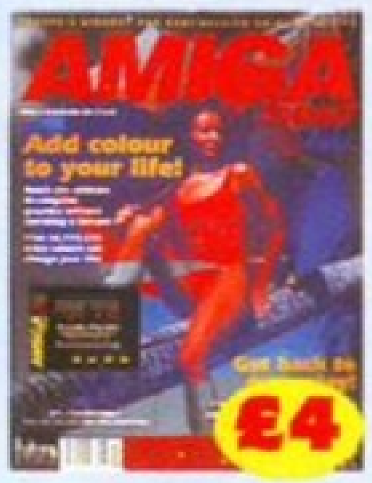

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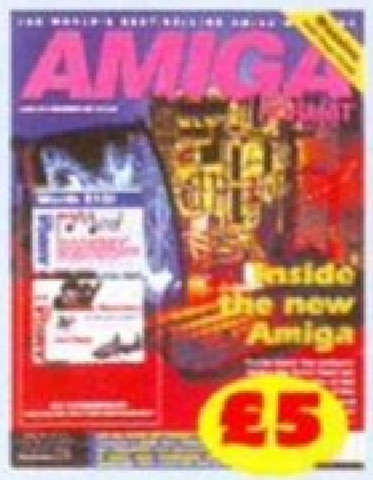

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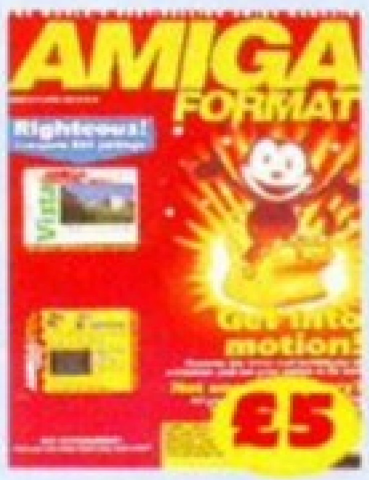

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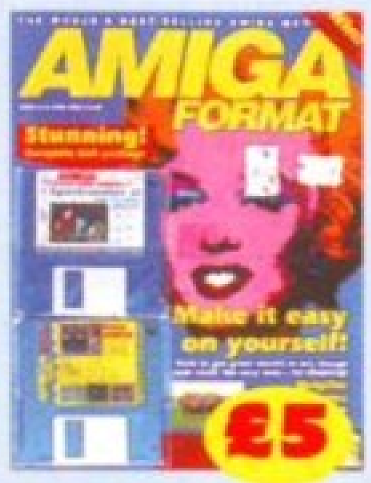

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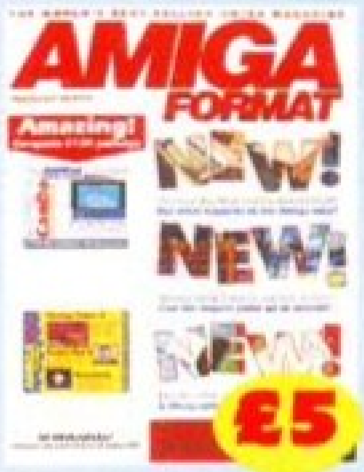

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First review of the A500 Plus, word processors tested.




**ISSUE 33**
Landscape program *Vista,* plus how to create cartoons.




**ISSUE 35**
Digitising and sampling. Plus *Spectracolor Jr.*




**ISSUE 36**
With the multi-media program *CanDo! Jr* and the full low-down on the A600 and the CD-ROM drive!!




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The amazing story of musicians and artists who have made it big with an Amiga, plus *Animation Station.*




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Got an A500? Learn how your machine can become a Super Amiga! Plus: choose a monitor from our guide and *IntroCAD.*



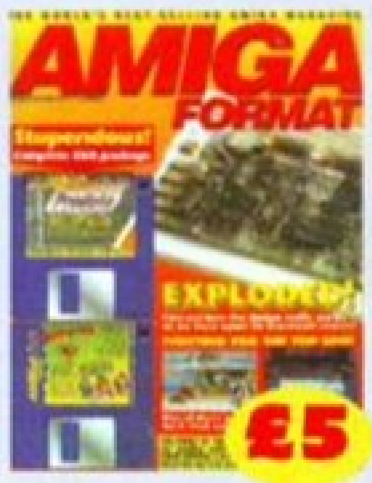

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We give you all the hints and tips on how to get the most out of *Deluxe Paint.* Plus: *TVText* and *CrossDOS.*




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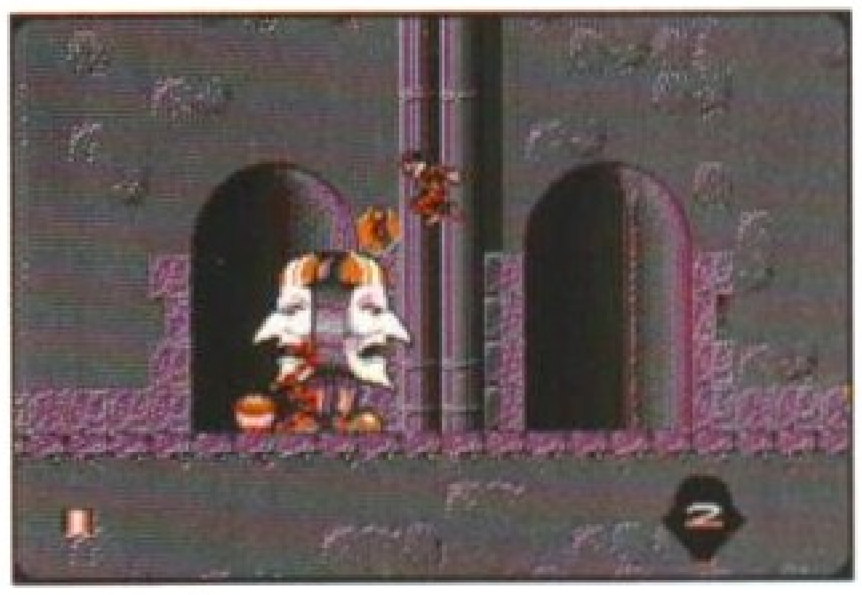

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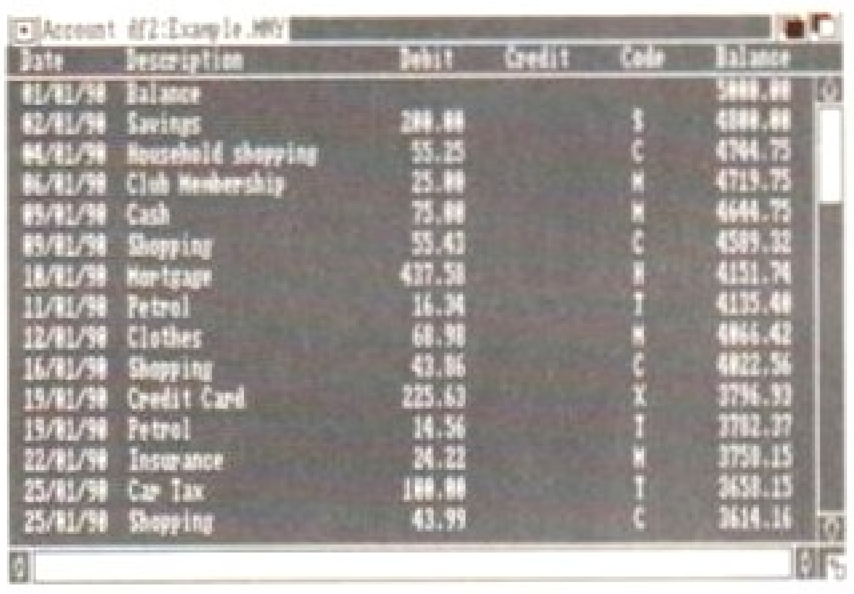
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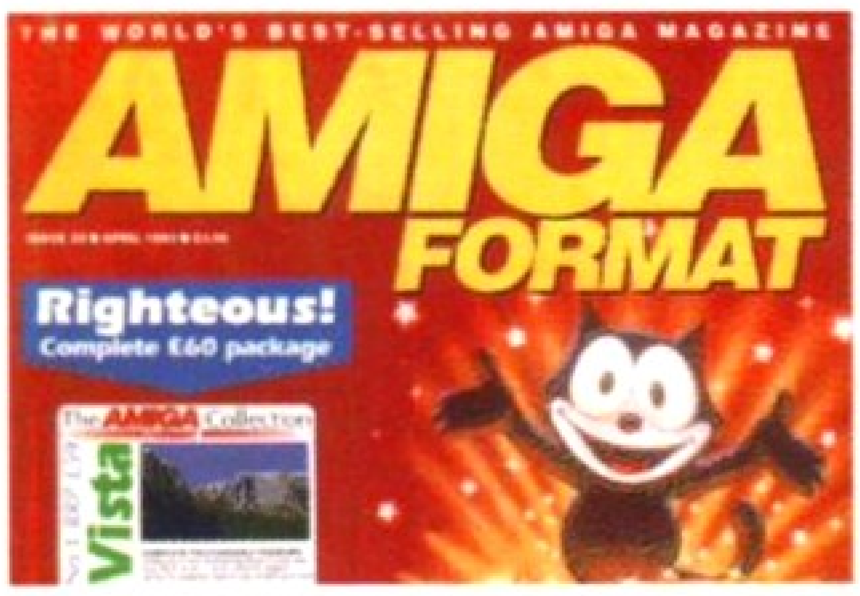
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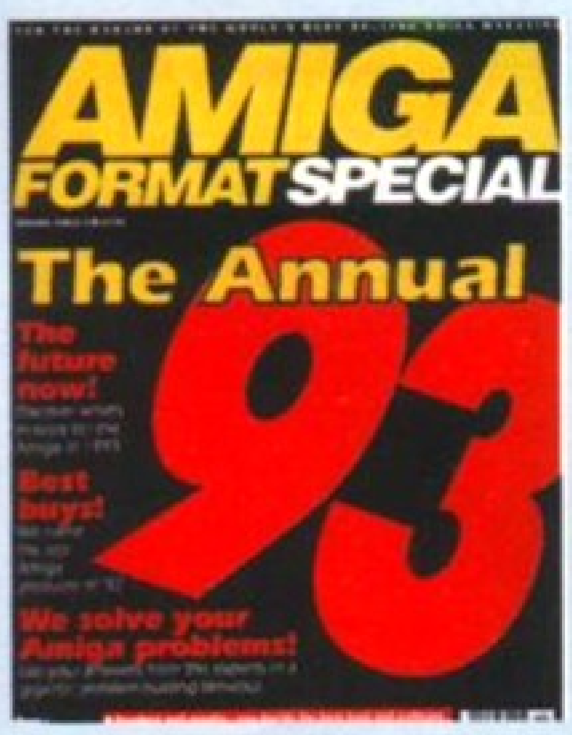



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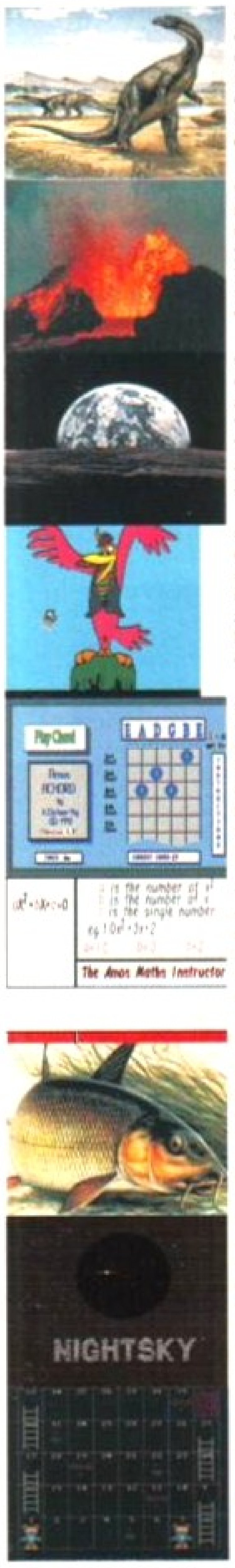
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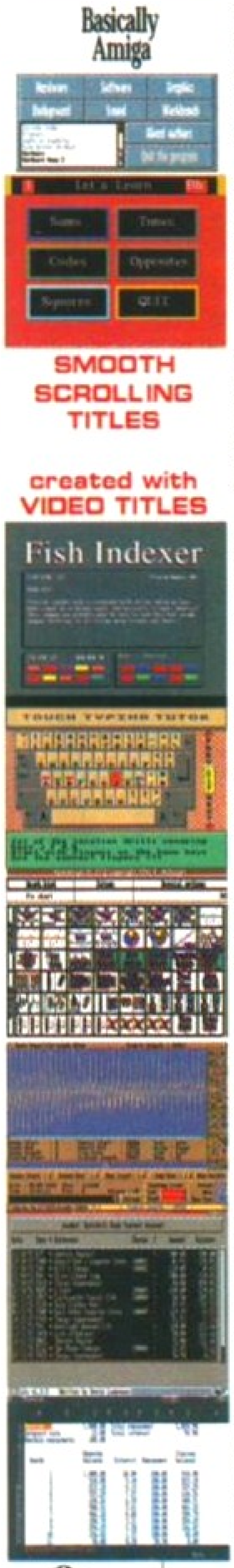
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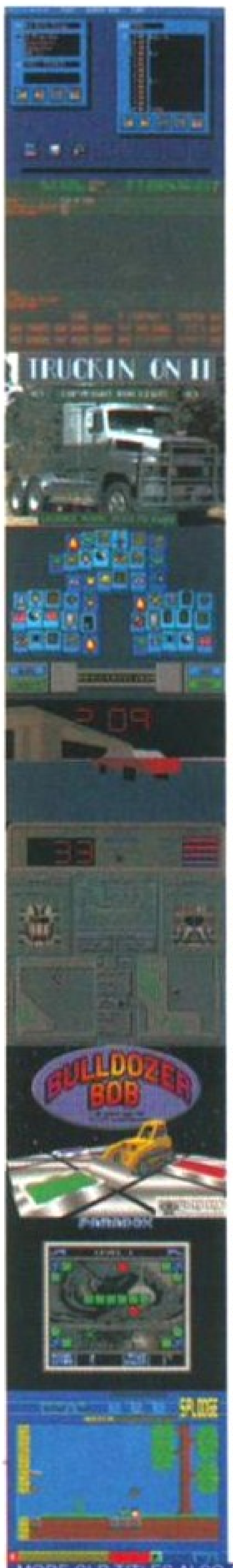
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CLG05 TRUCKIN ON This is a new version of a PD game that was originally bugged to hell, the programmer has taken all the main elements of the game and re-programmed it in C, so its now fully playable truck driving simulation and management program. TO is a must for all you truckers out there and is supplied on 2 disks & needs 2 drives! 4.50.

CLG08 DRAGON TILES This is an excellent puzzle game you have a huge stack of different icons which, using the mouse you must match up to make a level disappear, sounds boring but its actually very addictive, I was playing it for hours ! A Vast improvement on the PD version, Dragon tiles is well worth anyones couple of quid ! Price £3.50 +

CLG09 MOTOR DUEL Now this is just fabulous ! Martin would not leave this game alone for days, its a 3D car racing-chasing-shooting game, with guided missles and lasers, its by the same programmer as the PD game Battlecars, but its a lot better, play the computer (Mega difficult) or link up to anoth amiga for 1 on 1 action ! Price £3.50 +

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## 10 Great Games Comp




*Xenon 2*, *Pro Tennis Tour*, *Ferrari Formula One*, *Nighthunter*, *Rick Dangerous*, *Super Ski*, *Pick 'n' Pile*, *Carrier Command*, *Chicago* and *Satan* all in one massive pack! (Doesn't work on A500 Plus or A600).

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| **10 Great Games** | **£24.99** | **AFGGComp** |

## Two Great Games




A fantastic package with Imageworks' *First Samurai* arcade adventure doubling up with another *Format Gold*-winning game: *Mega-lo-Mania*, the godlike strategy game from Sensible Software.

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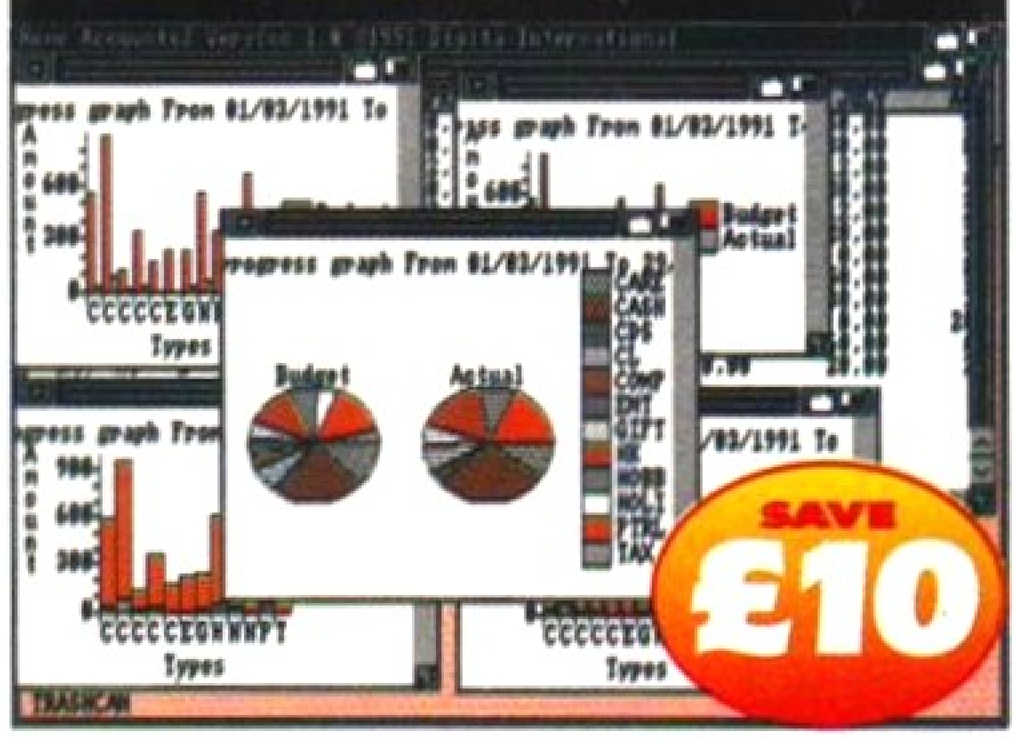
## Fun School 4




Let the kids and the Amiga make friends, with Europress' acclaimed education software!

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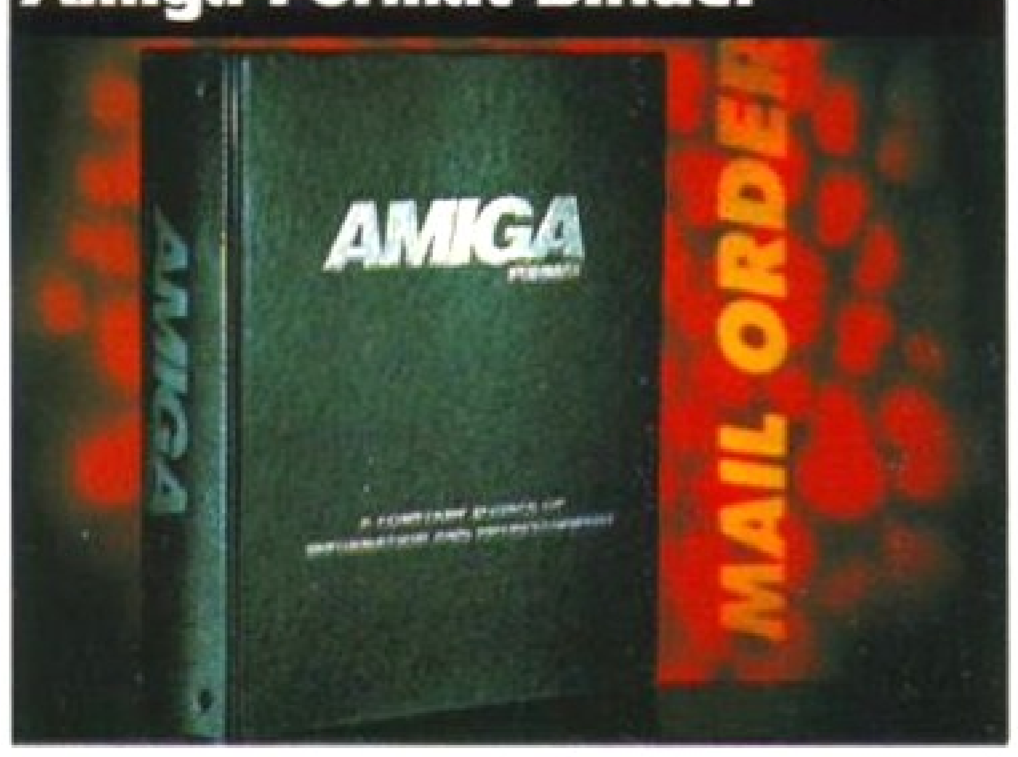
## RAM Expansion




It's well over a year since new Amigas were sold with less than 1Mb of memory. Nowadays many games as well as most serious software, require that magic meg. Here's a bargain way to upgrade your A500.

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## New Technosound Turbo




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| **Technosound Turbo** | **£29.95** | **AF246** |

# The Amiga Format star buys

## AF Amiga Accessories




If your bedroom, lounge, study or wherever is anything like the *AF* offices, you'll be needing a dust cover for your Amiga. So we've had these super ones designed in a nice grey colour that's just bound to be all the rage in 1993. And knowing that co-ordination is the key to style, we've created matching mouse mats and disk wallets as well. The covers and wallet are resilient and water resistant (small Coke spillages, not computing in the bath). The mouse mat is well... sort of flat and grey actually, but in a truly fabtastic fashion. Get them now, or get them later.

| Description | Price | Order Code |
|---|---|---|
| A500 Dust cover (not pictured) | £8.99 | AF5 DUST7 |
| A600 Dust cover (not pictured) | £8.99 | AF6DUST |
| Monitor Cover | £12.99 | AFMONIT |
| Disk Wallet | £3.99 | AFWALL |
| Mouse Mat | £7.99 | AFMAT |

Special Offer, buy a full set and save money.

| | | |
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| A500 Cover, Monitor cover, Mouse-mat, disk wallet | £29.95 | AFCOVERS5 |
| A600 Cover, Monitor cover, Mouse-mat, disk wallet | £29.95 | AFCOVERS6 |

## Video Master




Get your very own mini multi-media workstation with MicroDeal's new combined audio and video digitiser.

This product, rated at 85 per cent in this very issue of *Amiga Format*, allows you to capture both sounds and pictures for manipulation on your A500 or A500 Plus.

And once you have your sounds, the software includes a powerful video and audio sequencer, allowing you to make your very own multimedia movies.

| Description | Price | Order Code |
|---|---|---|
| VideoMaster | £64.95 | AMF245 |

## StereoMaster and free Quartet software




This update of Microdeal's *MasterSound* is an ideal entry level sound sampler. Its numerous features and improved easy-to-use graphic interface make it an excellent bargain for all you budding Amiga musicians.

And as an extra special offer we are throwing in for free the excellent *Quartet* sample MIDI sequencer. This powerful, but easy to use, four track sequencer will enable you to build your sampled sounds into full music tracks. At this price, you can't afford to miss it.

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| StereoMaster and Quartet | £29.99 | AF234 |

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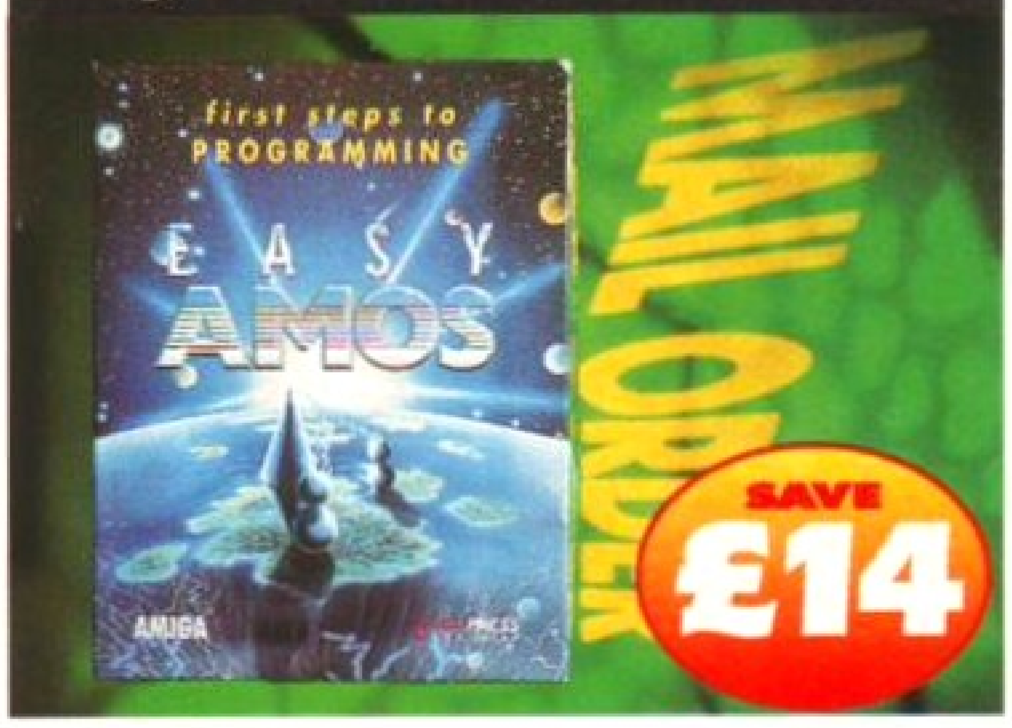
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# The AMIGA FORMAT Collection

## Easy AMOS




Designed for the beginner who wants to learn programming but doesn't know where to start, *Easy AMOS* is more than a programming language. Based on the successful *AMOS*, it has many helpful examples and detailed explanations to help you learn.

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| **Easy AMOS** | **£29.99** | **AF250** |

## AMOS Compiler & AMOS 3D




If you want to get the most out of *AMOS*, why not buy the two most popular *AMOS* extensions in one pack? The *Compiler* translates your *AMOS* creations into stand-alone 100 per cent machine code, while *AMOS 3D* lets you create amazing 3D worlds!

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| **AMOS Bundle** | **£49.95** | **AF247** |

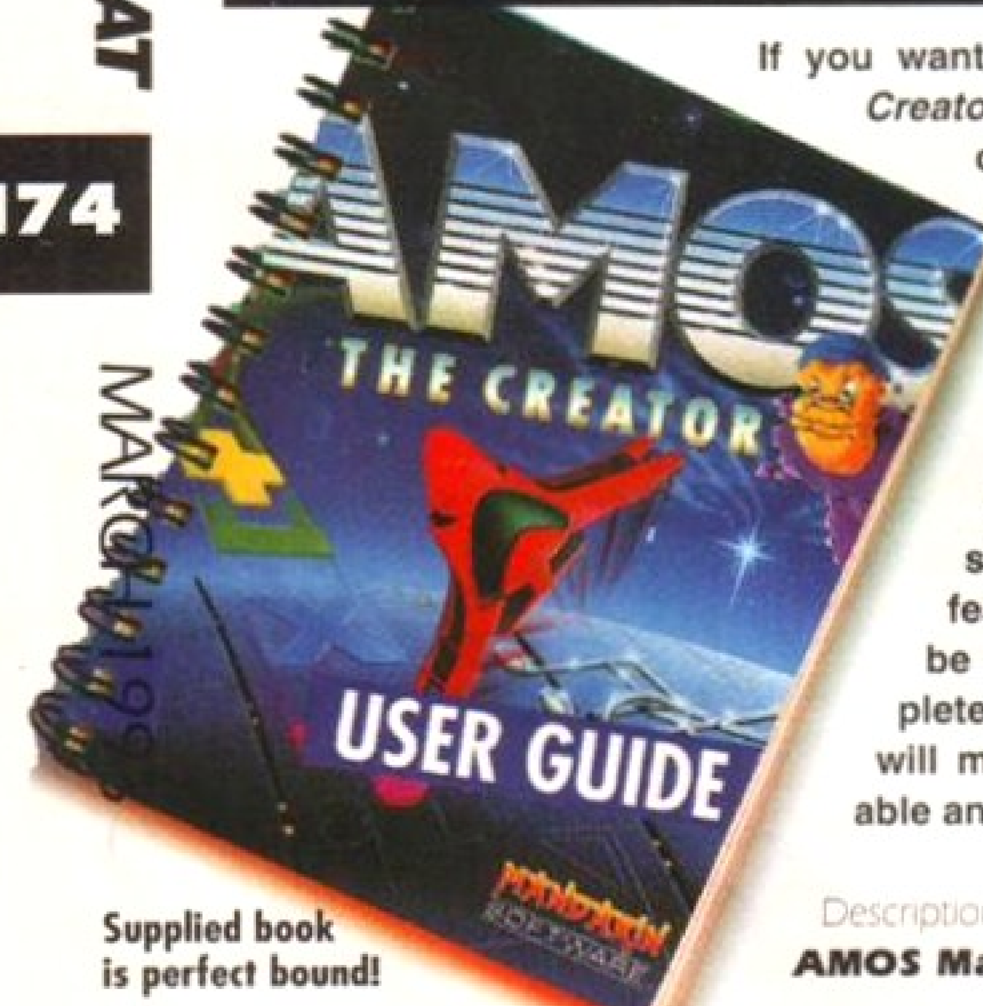
## AMOS Professional




This is the highest-rated package ever reviewed in ***Amiga Format***. Top of the *AMOS* range it updates the famous *AMOS* extended basic programming language with new commands and facilities that make it a real winner! (Needs 1Mb minimum)

| Description | Price | Order Code |
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| **AMOS Professional** | **£59.99** | **AFAMPRO** |

## AMOS Manual



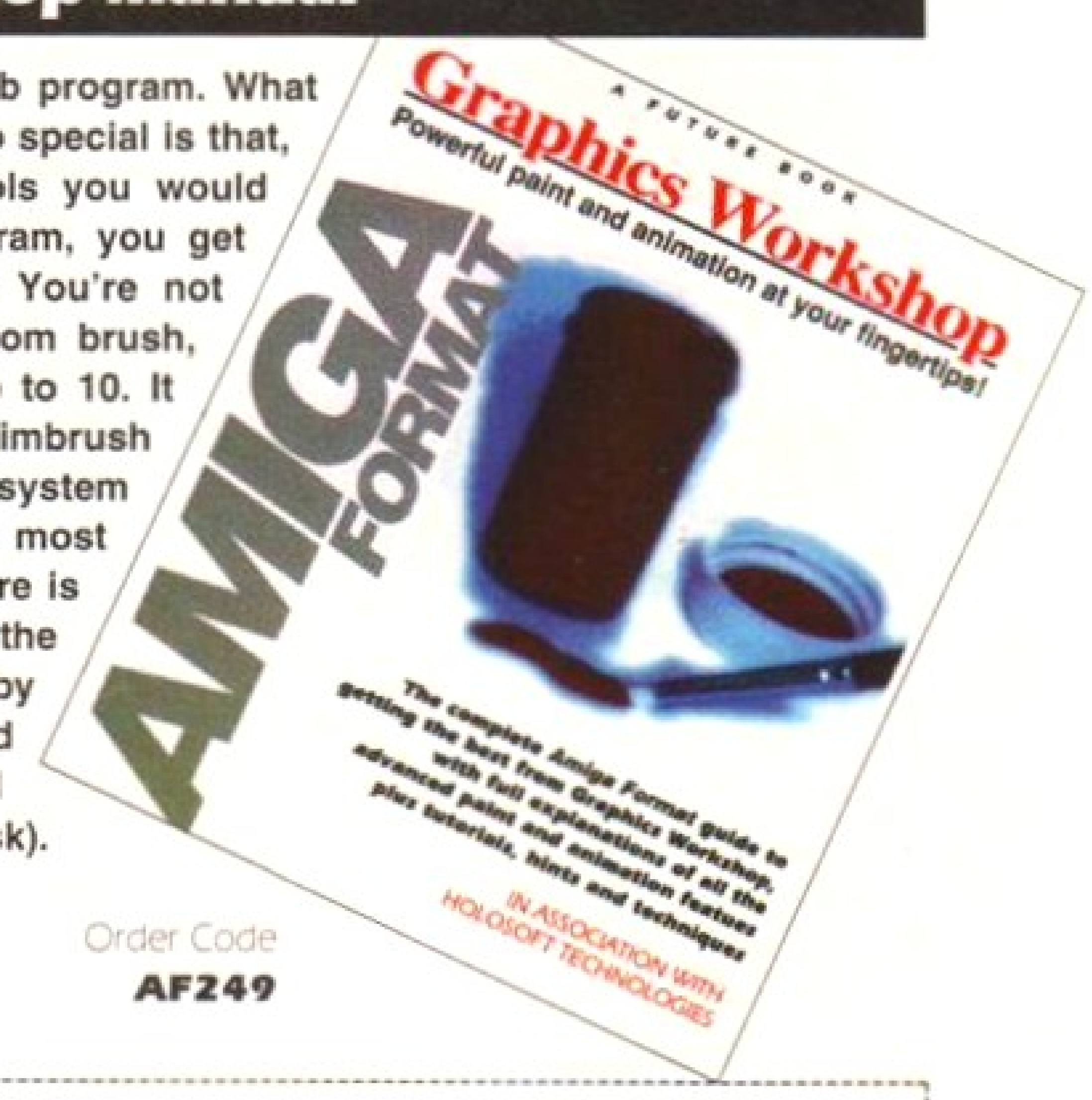

**Supplied book is perfect bound!**

If you want to make the most out of *AMOS The Creator*, this is exactly what you need. It's the complete manual, as supplied with the package, and it also includes an Extras disk that contains all the example programs and extra bits and bobs that we couldn't fit on the Coverdisks this month. We'll continue to give lots of tutorials and advice, and showing you techniques for creating specific kinds of programs, as a regular feature in *Amiga Format*, so you wouldn't be stuck without this book: but as the complete reference work, you'll find The Manual will make your *AMOS* career far more enjoyable and creative!

| Description | Price | Order Code |
|---|---|---|
| **AMOS Manual** | **£13.95** | **AF249** |

## Graphics Workshop Manual

*Graphics Workshop* is a superb program. What makes this drawing package so special is that, along with all the normal tools you would expect from a top paint program, you get some powerful extra utilities. You're not just limited to using one custom brush, you can pick up and store up to 10. It also features ANIM and Animbrush forms of animation, and a cell system which is quite probably the most powerful animation system there is for the Amiga. Why not get the most out of this top program by buying this expertly illustrated instruction book and tutorial guide (with a special tutorial disk).




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| **AMOS Manual** | **£13.95** | **AF249** |

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# PD Demo Zone

Whether you're new to the Amiga or an old hand, what better way to find out what everybody's doing with their machines than a quick scan through the Public Domain demo scene. Join **Andy Nuttall** for this month's guided tour around the Amiga's finest...

## THE LAWNMOWER MAN — DEMO
**17-BIT, DISKS 2336A&B**



**Yes! It's *that* scene from *The Lawnmower Man*. Virtual Sex, or Teledildonics, comes to your Amiga (we wish).**

In the PD Demo Zone of Issue 42, we featured two demos by the Wyld Stallions: *Ghost* and *Highlander*. Both demos comprised several digitised screens from the respective films, loaded one by one from disk, with an accompanying soundtrack. Although the images were good quality, the demos lacked substance. It's not worth releasing a disk full of screenshots from a film on to the PD scene.

Despite our criticisms, Wyld Stallions new release, *The Lawnmower Man*, doesn't diverge from the original format. In this case, though, they've chosen a film which is visually stunning, and so the resultant images are very impressive. As you may expect, all the digitised pics are from the computer-generated parts of the feature film, even though this makes up just three minutes of the entire film.

An interesting curio, worth a quick look if you're into computer graphics. If you're a fan of the film, then buy the video.

## BOAT — ANIM
**17-BIT, DISK 2340**

Remember the great Christmas anim reviewed last issue? Carl.Inc have been hard at it since then, and have produced another demo in a similar vein entitled *Boat*. The scene is set in a typical suburban backyard, with a shipshape, sailor-type person putting the finishing touches to his little boat. All of his family, including the dog, are there to lend a hand, and other characters take cameo roles. These include a mole who digs through the turf, then dives back down to the safety of his hole before waving a tiny, white surrender flag, and a window cleaner who gets an eyeful from a naked couple who are frolicking in their bedroom.



**Carl.Inc bring you several things this month: a mole, an electric dog, and an interesting pair up top... (the birds).**

Like the previous anim, the thing that sets this apart from other animations is the fact that it's made up from one five-second loop, which is in continuous rotation. To achieve continuity in such an animation is incredibly difficult. Well done Carl.Inc – keep 'em coming.

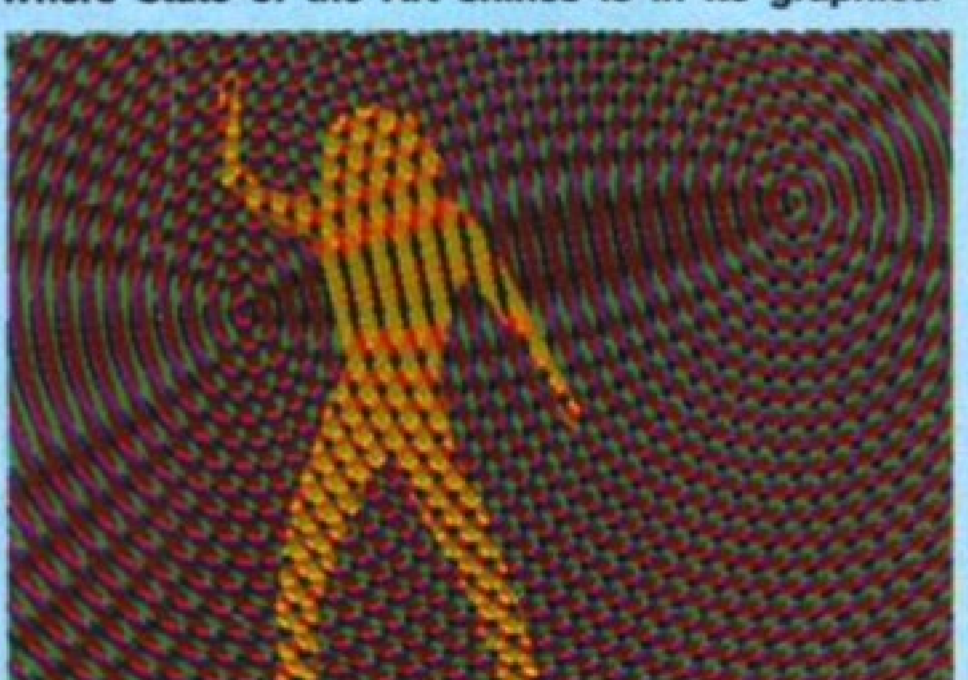
**Continued overleaf**

## STATE OF THE ART — ANIM
**CYNOSTIC PD, DISK D0031**

1 MEG CHIP RAM

Wow! After seeing *Jesus on E's* last month, we figured nothing could better it. Yet here, we have a demo by Spaceballs that is set to light up Amigas everywhere. The music is quite ravey, but it's not up to the standard of *Jesus*. Where State of the Art shines is in its graphics. Stunningly quick vector polygons display a variety of dancers, in a James Bond-style silhouette, who are sequenced to the music. After a dancer has strutted away, it is quickly morphed into another, and the transition is so smooth it's incredible.

If that weren't enough, beautiful copper backgrounds complement the constantly changing graphics. These demos are becoming an art form.



**This is the kind of flashy, stroby demo we like in *AF*...**

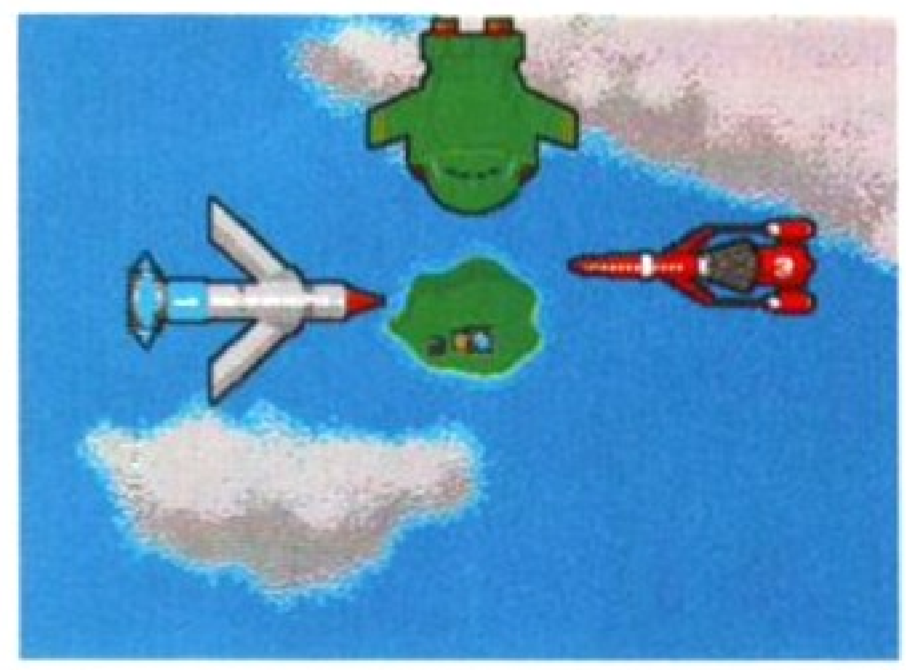


**...but still frames can't convey the effect of the demo.**

## THUNDERBIRDS ARE GONE! — ANIM
**17-BIT, DISKS 2333 A&B**



**Scott gets the kind of half-baked message usually reserved only for answering machines...**



**...and yes, you guessed it, so did the rest of the family. Parents, huh?**

NEEDS 1.5 MEG

Hugh Grove's excellent *Thunderbirds Are Gone* tells an unusual tale based on the antics of Tracy Island, and features Thunderbirds 1, 2 and 3 along with Scott Tracy.

There's been an oil spillage, and the Thunderbirds are called out. Unfortunately, Scott's Dad has suffered some kind of brainstorm and has ordered all the ships to exactly the same destination, causing a three-way collision course. This is made worse because Scott has pressed the button 'which makes the ship go really, really fast'. Oh, no! What will become of poor Scott? Well you'll just have to get the demo to find out.

Although this is only his third notable demo, Grove's work is recognisable a mile off. Clear, uncomplicated graphics, excellent storyline and some spot-on sound effects are becoming a trademark of his work. Superb.

## PD OR NOT PD?

Although the following two titles are available from popular PD houses, they are not actually public domain. They are, in fact, two pieces of work from well-known demo authors Tobias Richter and Bjorn A Lynne, which are distributed through PD companies. Don't go giving copies to your friends, it's illegal and dishonest – so don't do it.

## SPACE WARS — VIDEO

**17-BIT, VHS VIDEO, £11.99**

Hands up all those of you who have heard of Tobias Richter. One, two, three... ... 161255, 161256. That's about right, because just about everyone who reads *Amiga Format* must have seen screenshots of his work from time to time. He's an animator of course, who uses several Amigas to create stupendously complex ray-traced animations. Demos featuring Richter animations have been around for years, but *Space Wars* is the result of months of work, culminating in a seven-minute long animation.

Although the storyline is pretty strong, what strikes you immediately is the quality of the graphics. There are 8,000 frames of superb, true-colour rendering using DCTV with *Reflections 2* and *Videoscape 2*, which took five Amigas around four weeks to complete. Add this on to the six weeks it took to do the original modelling, and you get a feel for the work which has gone into the production.

As mentioned earlier there is a good storyline, which involves ships from Star Wars and Star Trek destroying a moon in deepest space. It's sometimes cute, sometimes witty, but always technically stunning. If you want to find out just what's possible with an Amiga, this is the video to own. Oh, by the way, the soundtrack for the video was written by Bjorn A Lynne who, coincidentally, wrote the contents of the next review...



The powerful piece of space machinery is foiled by a falling drinks can flipping the 'self-destruct' button...



...the Millennium Falcon, the Starship Enterprise and assorted X-Wing fighters prepare to do battle...



...but the X-Wings run into a spot of bother. Negotiating an asteroid belt is not a job for the faint-hearted.

## HOBBITS & SPACESHIPS — CD

**CYNOSTIC PD, AUDIO CD, £9.99**

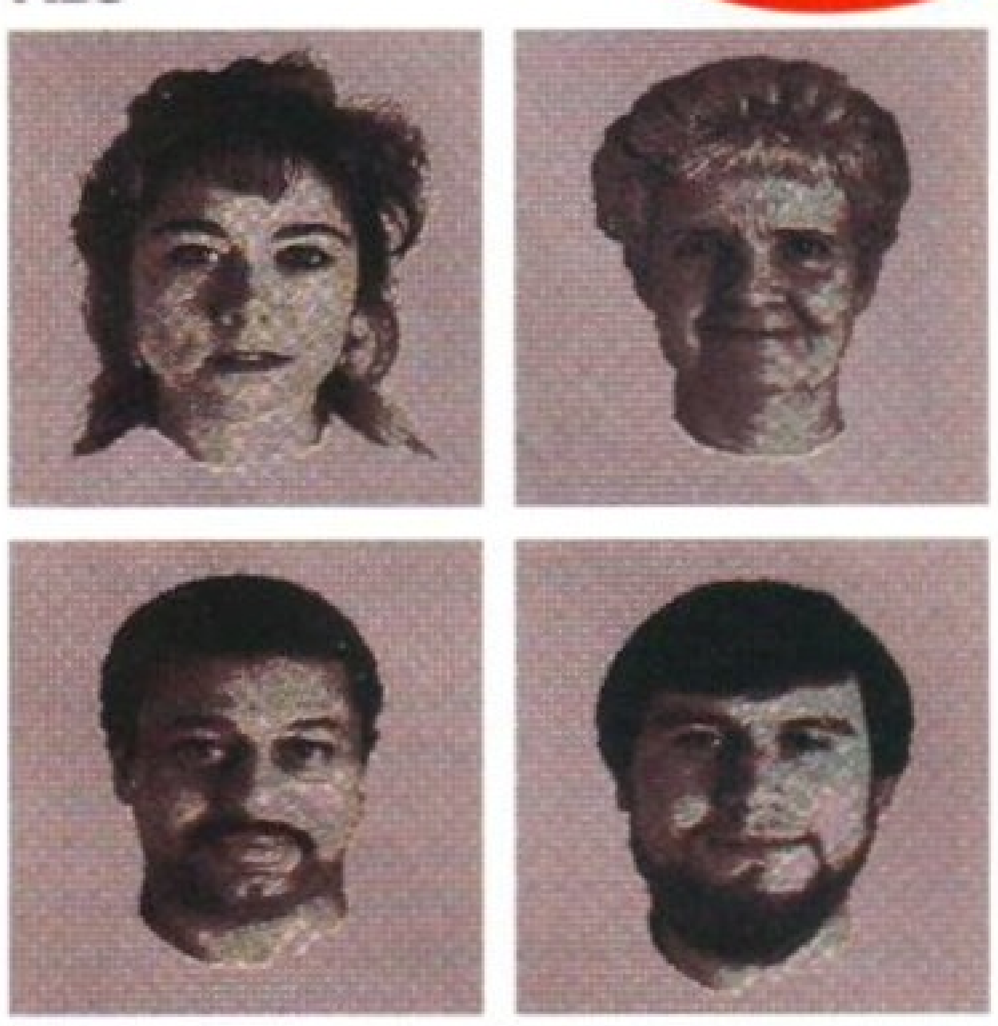
When Bjorn A Lynne, aka Dr Awesome, teams up with Seppo Hurme, aka Fleshbrain, what do you get? A CD of music created using Amiga samples and external MIDI instruments, featuring some professionally recorded music fitting neatly into the 'progressive rock' genre.

From the soft, whispering intro of Dimminuendo, to the hard, funky rhythm of Graveyard (Part III), the two musicians cover a range of musical styles, using their instruments to good effect – especially the samples used on Graveyard. The music is distinctly reminiscent of the later work of Bill Nelson (*Scala, BeBop Deluxe*) in parts, which can only be a good thing.

OK, so it's not going to be everybody's cup of tea, but it is an interesting collection of music, created using an Amiga and *Music-X*. Worth checking out if you're remotely interested in progressive rock, or if you want to hear yet another area in which the Amiga is being put to good use.

## CINEMORPH — ANIM

**NBS**



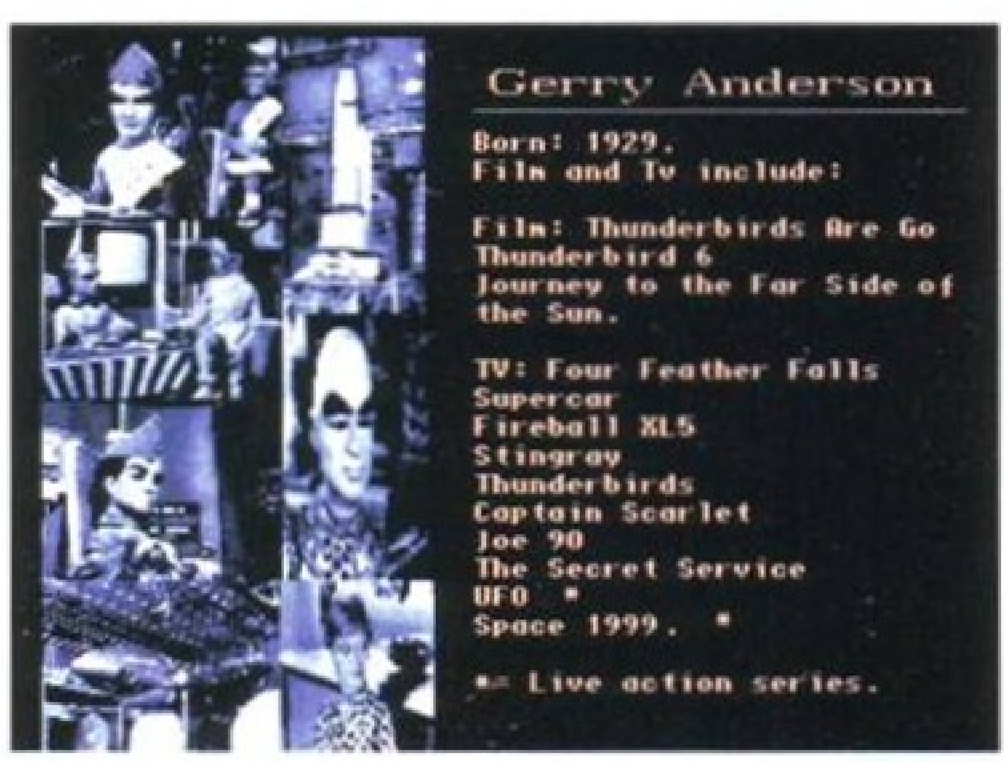
"And this week on *Crimewatch*...", Vark's friends and family sure paint an interesting picture (untrue).

As far as morphing is concerned, last month it was the turn of Michael Jackson's *Black and White* video, digitised straight from television. This month we have an original creation. Using *CineMorph*, GVP's new morphing utility, Amiga animator Vark has digitised the faces of four people, and morphed them together. It's nicely done, and altnough it only uses monochrome interlaced mode it shows what is possible using a standard A500. Given that the graphical power of the new A1200 is so much better, this could give even Michael Jackson videos a run for their money.

## CULT TV VOLUME 2 — DEMO

**17-BIT, DISKS 2346 A&B**

Here's one for fans of early cult TV series. Using *HyperBook*, Chris Murphy has drawn from what must be a vast knowledge of such shows as *The Prisoner*, *Thunderbirds* and *The Twilight Zone*, and created a database packed with TV trivia. The sheer completeness of the information is very impressive. For instance, 151 episodes of the original *Twilight Zone* series are listed; an incredibly impressive feat. I certainly wouldn't have known that the creator of the Daleks himself, Terry Nation, wrote seven of the 24 episodes of *The Persuaders*. A couple of noticeable omissions, however, cast a shadow of doubt over the information. David McCallum's TV history is listed as *Colditz*, *The Invisible Man* and *Frankenstein* – how could anyone forget *Sapphire and* Steel?




Excellent! All your favourite *Thunderbirds* characters on one small screen – in super Stretch-o-Vision™...

## TOP 10 DEMOS OF THE MONTH

Just so that you know what's in and what's not we ask a Public Domain library to tell us what there most 10 popular disks are this month...

**MERCURY PD – 0375 845280**

| | | |
|---|---|---|
| 1. | Jesus on E's | D123.1 & D124.1 |
| 2. | Budbrain Megademo | D20 & D21.3 |
| 3. | Odyssey | D99.1 – D103.1 |
| 4. | Anti-Lemmin' Demo | D130.2&D131.2 |
| 5. | Pulling the Trigger | D92.3 |
| 6. | Alcatraz Megademo | D47.3 – D49.3 |
| 7. | Cool Cougar | D23.5 |
| 8. | Boris Valejo's Slideshow 2 | D141.2 & D142.2 |
| 9. | Pink Floyd's The Wall | D133.1 – D138.1 |
| 10. | Popeye Meets The Beach Boys | D1.2 |

## WHERE TO GET THE DISKS IN THIS ISSUE

NBS: 1 Chain Lane, Newport, Isle Of Wight PO33 2QQ. 0983 529594

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❑x **V776 AMOS LESSON 1** The best Amos Tutorial program. (APD151)
❑x **V792 KIDS GAMES** Includes Geography, Math, Sicence and Word Games. Also contains Wheel of fortune.
❑x **V793 AMIGA BEGINNER** You asked for it! A tutorial for the beginner on using your Amiga! Covers CLI & WB.
❑x **V824 ELEMENT v3.0** Nice interactive display of the Periodic Table of Elements
❑x **V825 WORLD DATA BANK v2.2** Using a database of coordinates of the C.I.A's it plot's world map's in cylindrical or spherical projects, various degrees of magnification.
❑x **V843 DESERT STORM** You can select Map's, and all information surrounding the Desert Storm Attack.
❑x **V849 LANGUAGE TUTOR v1.0** Spanish, French, German & Italian.
❑x **V881 SECOND WORLD WAR** Excellent information production.
❑x **V908 DELUXE PAINT TUTOR** Do you had DPaint, Then learn to use it.
❑x **V927 CLI TUTOR** Helpfull program to understand how to use CLI/Shell.
❑x **V933 GESE MATHS** Maths prog to help with the GESE maths course.
❑x **V940 MATHSADV** Simple math problems to solve. **REFLEXTEST** Tests addition, subtraction & multiplication.
❑x **V941 AMIGA FIRST START** Help on any subject you want + Easy Start.
❑x **LP29 BIG TOP FUN** 4 progs to help children with words & pictures. **£4.99**
❑x **LP37 ROCKET MATHS** Times Tables, Takeaway, Add up & Divide. **£4.99**
❑x **LP45 MUSIC BOX** Excellent to introduce music. ages 7+ **£4.99**
❑x **LP59 PREHISTORIC FUN** Who likes Dinosaurs? Everyone. Four great games based round Dinosaurs **£4.99**
❑x **LP113 UNDERSTANDING 2 (2)** Learn how to program Amos. **£8.99**
❑x **LP119 YIPPEE** Perfect platform game for children which features a Rhinoceros, a cheeky monkey & a crocodile. **£4.99**
❑x **LP122 TELL THE TIME** Many children have difficulty learning how to tell the time. Help is at hand **£4.99**

## VIDEO PRODUCTION

❑x **V48 TV & VIDEO** Contians background screens for your video productions. Many types of graphic styles. **Peel,** Takes an IFF Pic & peels it down the screen. **(8)**
❑x **V86 VIDEO PRODUCTION 1-2 (2)** Packed with video & Genlock utilities.
❑x **V415 VIDEO SCREENS : 1** Back ground pictures for video production
❑x **V517 VIDEO DB** Program for keeping track on your video tape collections.
❑x **V518 IMAGE LAB** This program is like a mini Art DEPT. **Tools On Tap** Does fades, colourbars & gray bar.
❑x **V519 VIDEO: STILLSTORE** Used to create over the shoulder graphic inserts like the 9'0 clock news.
❑x **V636 SHADES & FADES** ANIM FADER, A utility to fade screens in & out. TURBOTITLE, Create subtitles.
❑x **V677 ANDROIDS VIDEO BACK GROUNDS** Selection of B/G Pictures.
❑x **V687 VIDEO WIPES** A collection of IFF Brushs & background graphic effects.
❑x **V693 HARLEQUIN VIDEO ART & FONT DISKS** A video production with excellent backgrounds & Fonts **(3)**
❑x **V818 INSCRIPT v1.1** Produce video titles. Features include fully editable text entry, IFF Pics as back grounds, Unlimited number of fonts loaded, outline support (WB2.04), text styles & cycling, all resolutions.
❑x **V829 VIDEO PRODUCTION 3-4** This is the latest collection of the New video related utilities. Excellent **(2)**
❑x **V868 GENETATED ART** Excellent collection of back ground pictures.
❑x **V874 VIDEO TITLER PRODUCTION** Utilities for generating video Titles.
❑x **L27 VIDEO TEXTURES** Like Black marble, BrickWork, Roughice, Marble, Tiles, Water ripples & Wood. **£3.50**
❑x **LP75 VIDEO LAB v1.0** Simple to use video titling package. Genlock is not required. Req Two Drives **£4.99**
❑x **FFP10 FLETCHER FONTS** A three disk pack of 50 - 100 point 16 colour Video Fonts. Includes templates **£9 ***

## VARIOUS UTILITIES

❑x **V16 FISH TANK SIM** A program that simulates an aquarium.
❑x **V109 PRINT STUDIO** Excellent for printing graphic pictures or just text.
❑ **V191 MASTER VIRUS KILLER** Virus Checker & Killer. With Excellent options.
❑x **V194 M.R.BACKUP HD** Hard disk back up program with compression
❑ **V215 DISKMASTER v3.2** Copies files from one disk to another. **DISK SALV** Corrects & repairs bad tracks.
❑x **V262 DUPLICATION & BACKUP** Super Duper,Turbo copy, Sanity copy & PCopy. Four new disk copiers.
❑x **V277 FORTRAN-77 v1.3c** Compiler, linker & run time support libs.
❑x **V279 CROSSWORD CREATOR** Creates crosswords. UPDATED VERSION.
❑x **V284 MCAD PROGRAM** The Object Drawing Program. ie C.A.D.
❑x **V298 NORTH C v1.3 (2)** C language / Amiga. Includes all files required.
❑x **V301 EYE OF THE BEHOLDER HINT BOOK** Inc Introduction, Back ground, Maps, Strategy & Solution.
❑x **V323 ANALTICALC SPREAD SHEET (2)** The best spread sheet.
❑x **V332 AMIGA PUNT PROGRAM** Predict which horse will win the race
❑x **V339 SPECTRUM EMULATOR** Data Disk 1: The Adventure Classics
❑x **V350 BUSINESS CARD MAKER** Design your own Business cards.
❑x **V366 600 BUSINESS LETTERS** Over 600 Standard Business letters
❑x **V390 DESK TOP PUBLISHING** Extra features,Text & Graphics Editors
❑x **V392 AMICASH BANKIN** The best bankin program that I have ever used on the Amiga. Very easy controls.
❑x **V394 CHEMESTETICS v2.14** Program that draws molecules using the calotte model. Updated this Month
❑x **V401 WINDOWBENCH v1.0 (2)** An excellent Workbench 2 replacement / Upgrade for all WB v1.3 users.
❑x **V413 WORKSTATION** Not just another WB clone. It's a collection of utilities with the Workbench theme. **(2)**
❑x **V417 SUPERBENCH & EXTRAS (2)** An excellent replacement disk with more utilities than the original.
❑ **V420 CURSOR BASIC COMPILER** Compile any Amiga Basic program
❑x **V424 ANTI-FLICKER** Said to stop the flicker in High Res mode during some Amiga program oberations.
❑x **V431 IMPLODER v4.0** Reduces file size for storage on hard drives.
❑x **V433 ANIMATION STUDIO** Make your own little animations.
❑x **V444 PRINTER DRIVER DISK III** Now contains instructions on how to install them. includes over 90
❑x **V479 CHESS & CHESS UTILITIES** A collection of chess related Puzzles.
❑ **V484 ADVENTURE SOLUTIONS (2)** Solutions for various games.
❑x **V489 AMIBASE PROFESSIONAL v2.0** Latest version of the excellent Database progam. NEW FEATURES
❑x **V490 MESSY SID v2.0** Will read MS-Dos disks, Transfer any text files to & from the PC. So you can do work on an IBM or an Amiga & swap text.
❑x **V521 PLOTTING & GRAPHICS PLOTXY,** A powerful full featured plotting prog. **PLANS** A computer aided drafting prog. Requires ARP
❑x **V522 ARP V1.3 : Conman v1.3c** Makes many improvements to Dos. Includes full developers guide.
❑x **V523 DICE C COMPILER (2)** Matthew Dillons full featured powerful C compiler & environment system.
❑x **V536 CATALOGUE UTILITIES** A collection of utilities used to Catalog disk/ Video & Tape collections **(2)**
❑ **V560 DUPLICATION & BACKUP II** A collection of copiers like Amiga Copy, Coder copy, Pcopy, Rattlecopy.
❑ **V567 PRINTER DRIVER GENERATOR** A selection of utilities with various excellent Printer Driver Generators.
❑x **V569 DUNGEON MASTER MAPPER v1.1** You can design maps, for dungeons & Towns for use within any Advanced Dungeons & Dragons
❑x **V571 WHOM II v2.02 (2)** Gives all info on Dr.Who progams. DB
❑x **V573 FILE & HD MANAGEMENT HDCLICK v2.0,** Selector to make Hard disk Menus.Starts with gadgets. **FILE MINDER,** For maintaining files & Directories. **DOSCONTROL,** Combines functions of many separate tools. **(2)**
❑x **V575 HOME BUSINESS PACK** Excellent selection of utilities based on word processing, Data Manag-ement, Spread Sheets, Accounts & Printing. **(6)**
❑x **V583 ICONEDITOR III v2.0,** Can create Icons upto 640x200 pixels. Icons, Edit & Create any Amiga icon.
❑x **V587 GELIGNITE FONTS (2)** A selection of fonts for use with any DTP Package or Dpaint disks.
❑ **V607 PRO TRACKER v2.2** Written by Lars Zap Hamre. Another update to the Ultimate sound making program.
❑x **V610 GOLF SCORES v1.84** It will record each round you play, Store it, make up an eclectic score NEW!
❑x **V611 FOOTBALL LEAGUE EDITOR v1.1** Want to update your teams league position as the results come in.
❑x **V620 ASPICE v3.2** Circuit Analysis A full featured program for electric circuit
❑x **V621 EDWORD v2.2** is a fully featured & operational Word processor
❑ **V624 NIB COPIER v2.0** Will copy in AmigaDos, Index Nibble modes, search mode & special parameter copy.
❑x **V625 NCOMM v2.0** Contains, LHArc v2.0, LHArca v1.02, Zoom v5.40, DMS v1.03, LHA v1.11, LHASFX v1.11.
❑x **V627 DPAINT FONTS No's 1-3 (3)** The latest selection Fonts for use with any IFF Painting / DTP Program.
❑ **V635 IBeM EMULATOR v1.05** Is a CGA Colour IBM-PC Emulator written to run on any Amiga. Shareware version
❑x **V647 HACKS** A selection of WB Hacks that have been reviewed in CU
❑ **V648 TITANICS CRUNCHER v1.0** Cruncher with help & various protect modes includes speed changes.
❑x **V649 WP & SPELL CHECKING** A Collection of utilities to help with your word processing needs. Spellcheckers
❑x **V659 COMPUTER DIAGNOSTICS v9.1** Is there a problem with your computer! Then what is it.
❑x **V660 HOME MANAGER** This is a great all in one address book with an inventory database & To-do list
❑x **V661 VERTEX** Allows you to create 3d objects with-out using the X, Y & Z views. Loads Sculpt 3d/4d & Turbo Silver.
❑ **V662 DCOPY v3.0 PRO** You can select the speed of the disk drive, Copy modes, Dos, Nibcopy, Ver & safecopy
❑x **V666 MODELLING OBJECTS (2)** Contains over 20 vector objects in Image format. Perfect with Disk V661
❑x **V678 DRAW MAP v4.1 (2)** You can generate world maps in detail. ❑x 2Mb, ❑x 1.2Mb or ❑x 1Mb
❑ **V680 DISK OPTIMIZER v1.0** Re-Creates Disks for faster Loading.
❑x **V681 GAME TAMER v2.2** Get a hold of that extra hard game & Cheat.
❑ **V683 SUPER LOCK v1.01** Seal your disks / Hard drives for your eye's only. Protects with a Password
❑x **V684 FONT CHARACTER EDITOR v1.0,** Also contains other utilities.
❑x **V685 ASTRO PRO ASTROLOGY** Best Astrology prog on the Amiga by far.
❑x **V686 MULTIDOS v1.12** After this program has been installed your Amiga drives can then read 720k IBM Disks.
❑x **V688 MAGNETIC PAGES v1.30** Creates disk based magazines with graphics.
❑@ **V690 WB v2.04 UTILITES (2)** This set contains the programs that should have been with WB 2.04+. They take full advantage of the many NEW capabilities that are available
❑x **V692 RACE RATER v1.6** Program for people who want info about horse races.
❑x **V696 POST v1.7** PostScript interpreter which implements the Adobe language. ARP
❑x **V698 AGRAPH v2.0** Brings the world a cheap draw Bar, Line, Area & Pie chart production/ presentation program.
❑x **V700 PERM CHECK** Designed to take chore out of checking plans for winning lines
❑x **V701 STRATA v1.0** Is a landscape generating prog. Allows printing from any angle, position or magnification.
❑x **V702 EASY RAMOS FOR EASY AMOS** Update for Easy Amos user's.
❑x **V703 AMOS UPDATER DISK v1.34** A major update to the software, Directly update AMOS installed on a hard disc.
❑x **V704 AMOS COMPILER v1.34** Second AMOS Compiler Update.
❑x **V705 MED v3.21** Excellent update to the famous music program Med.
❑x **V710 AREXX TUTORIAL** Includes several sample Arexx scripts & sample progs. ARexx comes free on all WB v2.04+ disks.
❑x **V711 UNIX** Contains a working demo of Minix, A Unix workalike. Minix is system call compatable.
❑x **V712 PROTEUS BBS** Start your own BBS. Requires a modem.
❑@ **V713 COMUGRAPHIC FONTS** Contains 2 clipart style fonts & 4 actual typefaces for use with WB 2.04+ DTP
❑x **V715 THE COMPLETE BIBLE** With the entire text of the New Testament & Tarah (Old Testament). 1Mb **(3)**
❑x **V718 SPECTRUM EMULATOR v1.4** Which is NOW!! 3 times faster. Requires a spectrum computer once.
❑x **V719 FREECOPY v1.8** Removes protected games copy protection so that the user can install them on HD.
❑x **V720 DISKPRINT v3.51** A label database which printers & stoes disk labels. combined database & print utility for disks. Works fine with every printer.
❑ **V723 BOOT INTRO CONSTRUCTION SET** Create excellent Boot intros.
❑x **V724 PRINTER DRIVERS v4** This is an updated Drivers disk : Canon LPB, Canon Bubble jet's & Star 9 pin.
❑x **V725 THE SUPER KILLERS v2.6: BOOT X v4.50** This is the best virus killer disk to date, kills over 262 virus & may be more. Includes many others
❑x **V727 ART OF MED 2** A another excellent select of Med tunes.
❑x **V730 ICON MANIA** An excellent selection of Icon clip Art for your WB Disk.
❑x **V731 AMOSBROT v1.1a** More fractal types which include Logistic Equation, Coast lines & trees
❑@ **V732 WORKBENCH v2.04+ UTILITIES 3** DCopy, Boot menu writer, F-Pic, Scenery, Huge, QED.
❑x **V733 SOFTWARE LISTER v1.6** This program is designed to keep a track of your Software collection.
❑x **V735 MEMORY MANAGER v1.1** Select any amount of Chip / fast ram
❑x **V742 ONLINE v1.4** Program will allow you to find cheats within games.
❑@ **V743 TERM v2.3** Best Communications program for use with WB v2.04+ **(2)**
❑x **F691 THE PROFESSIONAL C MANUAL v3.0** This is the largest collection of documents, examples & utilities in C for the Amiga. It consists of six manuals, with more than 40 chapters, 175 fully excutable examples complete with source codes. **(5)**
❑x **V757 AMIGADEX v1.61** Creates / converts your Amiga into a card Database system. Very well done.
❑x **V758 TEXTPLUS v4.0e** Another update of this excellent Word processor program. Needs Uncrunchin
❑x **V759 TEXT ENGINE v3.4** Updated version of the Word processor with **AZSPELL**. Excellent spell checker
❑@ **V760 BOOTX v5.03** An easy to use boot, file and link virus killer. Has lots of options to detect & kill Amiga Viruses.
❑x **V761 A-GENE v4.18** The latest version of the popular genealogy database program. By Mike Simpson
❑x **V762 BBASE v5.5** Simple database will extra features like fast searches, mailing label support, and best of all it's easy to use. Max 9 Fields
❑x **V770 ACCOUNT MASTER v1.02** Excellent Amos written Account program
❑@ **V773 WB v2.04 WINDOWBENCH v2.0** Excellent Workbench replacement for all WB v2.04+ Rom Users **(2)**
❑x **V777 VOICE CLI v5.0** The idea is to control the CLI/Shell with your own voice.
❑x **V778 RAYSHADE v4.0** Complex Ray tracing package.2Mb **(3)**
❑x **V782 FORMS** Create, Edit, Draw , Colour & print your own forms
❑x **V783 PROGRAMMING TOOLBOX** Many programs to help in your development efforts (most C but some in basic).
❑x **V784 AREXX (2)** Two disks which contain Arexx programs & examples
❑x **V786 PASCAL** This disk contains everything needed to program in Pascal. Includes a68k 68000 assembler & more.
❑x **V787 PROGRAMMER TOOLS** GadTools to design your user interface to your own programs using all of Amiga DOS 2.0+s new features. Also RegTools.
❑x **V790 ANIMATION UTLS** Includes CyroUtils for splitting, combining, and creating animations from IFF picture files.
❑x **V791 DIRECTORY ULTS** Includes the most powerful and highly recommended programs which are designed to make CLI & Shell tasks virtually obsolete.
❑x **V794 GRINDER** A complete graphic conversion package that supports GIF, JPeg, Atari St (Neochrome / Degas), PCX, Targa, TIFF, Ham-E and IFF Format pics.
❑x **V797 EASY AMOS PROGS (2)** Contain source code for use with Easy Amos.
❑x **V799 ADVENCED UTILs** SerNet & ParNet, Connect 2 Amiga & share resources via the serial / Parallel ports. Mymenu Puts menus on your Workbench screen.
❑x **V800 ARCHIVERS II** This disk is packed with the latest Archivers to date.
❑@ **V806 WB v2.04 UTILITES (2)** This is the out second double disk collection of WB v2.04+ utilities that take advantage of the NEW machines capabilities.
❑x **V809 MEGA CHEATS v2.1** This disk contains the very latest cheats.
❑x **V811 ELECTROCAD v1.42 & PROTOYPER** Another Updated on the cad / Electronics drawing Programs.
❑x **V812 CANON** This disk contains Printer Drivers & Canon Studio, Gives better print output for any 9 pin printer.
❑x **V814 PC TASK v1.11** is a software IBM-PC Emulator. Allows you to run the majority of IBM software with NO additional hardware. CGA Colour **NEW UPDATE**
❑x **V815 FILE & HD MANAGEMENT 2 : DirWork v1.62** File copier **MegaD** Another NEW Update on an excellent File copier like the NEW Disk Master Pro II in it's Operations. Also contains loads of other programs to help out **(2)**
❑ **V817 A500 PLUS EMULATOR** As it sounds will let v1.3 / v1.2 owners run WB v2.04+ software with out any need to purchase to WB v2.0+ chips.
❑@ **V819 ICONAUTHOR v1.06** Replacement for IconEdit2.0. It can transform IFF or brushes into resized 2-BitPlane brushes or icon files that match the WB v2.04+ colours.
❑x **V820 BBBBS v5.7** Baud Bandit bulletin Board System Flures include up to 99 file libraries, interface to extra devices
❑x **V821 SNOOPDOS v1.5** Monitors AmigaDos calls & allows you to see what library, devices, fonts are required.
❑@ **V822 ABACKUP v3.77** A hard drive backup program that features, multi-drive support, full backup, compression.
❑x **V823 POWERPLAYER v3.4** Very powerful, user / system friendly module player. It can handle nearly all module formats can read PP modules & comes with it's own cruncher.
❑x **V826 AHDM v3.4** Hard Drive Menu. When placed in your startup-sequence, offers a 16 page menu, each page having upto 10 possible actions.
❑x **V827 REPAIR-IT: NewZap v3.3,** A multi sector file editing system. **FIXDISK v1.2,** Recover's as much as possible from a defective disk **DISKSALVE v1.42,** Creates a new file system structure on another device, with as much data salvaged from the original device.
❑x **V828 STARCAT v2.0** An excellent program to create lists of your software.
❑x **V841 MODULA-2** Contains modula-2 language on the Amiga.
❑x **V842 SID v2.01 FILE MANAGER** Sid can be used for various operations, The best file copier on the Amiga.
❑x **V844 DELITRACKER v1.3** Powerful & system friendly music player. Will play over 40 difference types of modules.
❑x **V845 Q.M.J v5.31** Will generate julia sets & complex Quaternion Julia slices. Displays mandelbrots.
❑x **V846 SCOPIOUS MAPPER** An excellent Dungeon mapping program
❑x **V847 MONEY MANAGEMENT v1.01** The home account package which allows you to keep track of upto 12 accounts simultaneously
❑x **V848 SLIDESHOW GENERATOR v3.1** Creates slideshows of pictures in various formats for the amiga.
❑x **V850 FRAC v1.1** is a graphical Role playing game creator.
❑x **V856 PICTURE TOOLS** Converts Pictures to other formats and styles.
❑x **V857 POSTSCRIPTERS** Down loads Postscript Fonts for printing on standard Dot matrix printers.
❑x **V858 MUSIC MAKERS** A selection of programs to produce excellent music productions. Make your own music
❑x **V859 AUDIO TOOLS (2)** Sound and Audio production utilities.
❑x **V861 3d DESIGNER** Various 3d graphic production utilities including CLight, DKBTrace and Surf.
❑x **V865 IMAGE PROCESSORS** Contains Tools to perform a wide variety of Image Techniques (IFF)
❑x **V866 MANDEL EXPLORER (2)** This is the best collection of Fractal Generating software on the Amiga.
❑x **V869 ANIMATION ASST (2)** This disk will solve many of your animation problems. Includes ABridge, Players, DA & AnimTools.
❑x **V871 3d HELPER** Are startingout with 3d graphics. This disk is just what you need.
❑x **V872 ICON TOOL KIT** Just about every tool you could possibly imagine
❑x **V873 UGFC v1.1** Utilities that will help you translate between Amiga Graphics and other computers.
❑x **V875 SPACE** Here are utilities to help you study, identify the Stars & celestial objects.
❑x **V876 SYSTEM v4.1** Checks, test and reports on your computers Memory
❑x **V879 BEAT DIS MODULES** For use with OctaMED includes a Player
❑x **V882 MAGNUM v1.4** Another excellent Disk Magazine Creator.
❑x **V888 TRONI CAD v1.0** The best Cad / Drawning program for your Amiga. Various power functions.
❑x **V889 WINDOW OPERATED MANUALS v1.01d** A short manual for specified commands on the Amiga.
❑@ **V896 TOOLMANAGER v2.0** Includes the ability to add menu items to the 2.x Tools menu. add WB icons or dock Windows.
❑x **V897 OCTAMED v4.0** Save disabled version of the full featured OctaMED Pro the commercial product.
❑x **V899 ABACKUP v2.0** A Powerful backup utility that may be used for Hard Drive backup & File Archiving.
❑@ **V900 BOOTJOB v1.0** Include functions to store, install, view or execute any bootblock. Can save BB as executable files.
❑@ **V901 FIM v1.0** IntroMaker to create you own Intros. Features IFF import.
❑@ **V902 JCGRAPH v1.1** Demo version of the shareware title. Can show data as bar, line, planes, stack, blocks, 2d and 3d ect. Outputs in EPS, 3d geo, AegisDraw and IFF.
❑x **V903 UEDIT v4.0 (3)** Word Processor with learn modes, Online Help, A teach Mode, copy & paste. This is Now the Complete program
❑x **V921 COMPUGRAPHIC FONTS** These's fonts will work with DPaint v4.1, ProPage, Pagestream, Pagesetter and Workbench v2.04+. About 30 Fonts **(3)**
❑x **V924 PLOT MAP v0.85** An extra for use with draw map v4.0 or v4.1
❑x **V925 SLAUGHTER CHEATS** Another selection of Hacks & Cheats
❑x **V928 THE LITTLE OFFICE** One of the best disks at the present time.
❑x **V936 LETTERS & BOILERPLATE** More Standard letters for you to use as your own or cut & pause.
❑x **V939 ANIM PB v1.2** Will show long sequences of animations or pictures fromn memory or disk.
❑x **V942 SCREEN BLANKERS** A disk packed with various screen blankers.
❑x **V943 LYAPUNOVIA v1.0** A mind-boggingly colourful program that makes pictures from a mathematical formula. Candy to mean metal.

## REGISTERED VERSIONS

❑x **THE COMPLETE A64 PACKAGE v2.0** With interface & Full Comerical software. Transfers disks from your original 64 drive. This is a Full regerstred version of the Software £44.99

## ERIC SCHWARTS

❑x **1700 ANTI- LEMMINS (2)** 2Mb
❑x **2133 GULF WAR CONFLICT** 2Mb
❑x **2307 AMY AT THE MOVIES II (4)**
❑x **2311 AMY vs WALKER II (2)** 3Mb
❑x **2384 AMY AT THE BEACH (2)** 3Mb
❑x **2477 AMYWALKS**
❑x **2478 UNSPORTING** 2Mb
❑x **2500 THE SKY DRIVE ***

## GAMES

❑ **1073 TETRIS ORIGINAL** This is the closest game to the original tetris
❑x **1420 DTRIS** If you want a1 or 2 player Tetris this has to be 1 of them.
❑x **1561 TRITWIS** Contains 1 player, 2 player & 3 Payer game options.
❑x **1735 ASTERIODS 'THE ORIGINAL'** Another old classic. Original classic
❑ **1747 LLAMATRON GAME 2001** By Jeff Minter & an excellent production.
❑x **1749 SCRAMBLE** 'The Original' Remember that old classic game
❑x **1870 PATIENCE'S** Play vs the computer or another human player.
❑x **1977 POM POM GUNNER** Shoot down the incoming world war II air planes in this Operation Wolf game
❑ **2018 JETMAN** Another Spectrum classic converted to the amiga. It's JetPak with all the original sounds.
❑x **2022 SEA LANCE** The first Silent Service type sub war game on PD
❑x **2054 ATIC ATAC** A rendition of the game from the original Spectrum
❑x **2162 BATTLE OF BRITIAN WAR GAME 2** Strategy war games.
❑x **2164 DUNGEON ON NADROJ** This is the best Dungeons & Dragons Public domain type game. Load Wb
❑x **2199 PARACHUTE JOUST** You are falling down to earth. & must take the Parachute from the other player.
❑x **2220 STRATEGIC GAMES** Eternal Rome, Lords of Hosts, In Moonshine.
❑x **2221 MIND GAMES 21** of the best games to challenge your mind not your shooting skills. What a change
❑ **2224 SWORD OF THE WARLOCK** A Bards tales / Eye of the Beholder adventure game packed on three disks. This is Shareware **(3) 1Mb (2 Drives)**
❑x **2272 BLACK JACK LAB** Play all the popular versions of Pontoon
❑x **2278 CARD SHARP** A very professionally presented selection of solitaire type card games. Excellent.
❑x **2279 SUB ATTACK v1.0** Control the torpedoes & sink the enemy ships as they sail past. **LANDMINE.**
❑x **2280 DIPLOMACY** Classic strategy game loosely based on World War 1. 2Mb for computer player
❑x **2313 REVENGE OF THE MUTANT CAMELS** By Jeff Minter The ride of a life time with mutant camels
❑x **2396 PETERS QUEST** This is truly an excellent platform game.
❑x **2411 TOTAL WAR** The board game RISK as reviewed in AF.
❑x **2432 GOLDEN OLDIES** Galaga, Galaxians, Space invaders, Asteriods, Batty & Missle Command.
❑x **2436 DRAGON TILES v2.5** Mahjong is a ancient chese game where you must remove coloured tiles.
❑x **2447 COINDROP** Fruit Machine simulator with various gamble modes.
❑ **2448 CRAZY SUE** Another first rate cute school girl platform game.
❑ **2450 SMASH TV - THE RIP OFF** Simular to the original arcade machine With neat grapgics & sound.
❑x **2480 AMOS FRUIT MACHINE II** As near as possible to the fruit machine found in Pubs & Arcades.
❑x **2482 DESCENDER** Is a clone of the classic arcade game Tempest complete with vectorized graphics.
❑x **2483 INTRUDER** is a Multi level Berserk clone with smooth graphics.
❑x **2484 CATACOMB v1.7** A graphical adventure game set on a small island in the middle of the land of EXOUSIA. **NEW**
❑x **2485 IRON CLADS** (1Mb) Update to the excellent Strategic War Game **(2)**
❑x **2491 LEGEND OF LOTHIAN v1.02** is an adventure game in the vein of Ultima.
❑x **2494 HUNCHBACK** This is a conversion of the old classic game.
❑x **2498 AMOS CRICKET** Excellent arcade cricket simulator with graphics.
❑x **2511 DOODY** A cross between Bouble Bobble & Manic minor.
❑x **2534 BATTLE CARS II** Get behind the wheel of a heavily armed car as you race round courses.2 players with the computer link
❑x **2535 SUPER PACK MAN 92** This is the best Pack man to date with super smooth scrolling & excellent graphics.
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❑x **2614 TETREN** is a 1 or 2 player Tetris game. 2 player is Head 2 Head
❑x **2615 WAR** Strategy war game in which you control a fleet of space craft.
❑x **2617 GOLDEN OLDIES 2 : Croak,** Excellent 1 or 2 player version of Frogger. **MouthMan,** version of packMan. **Bi-Planes,** This is the most additive games we have played here 2 player only. **Trail-Blazer,** CMB 64 Classic. **Scamble**
❑x **2620 DR.MARIO** A Strange Tetris like game where you move coloured pills down the screen. 3 in a row go's
❑x **2621 ETERNAL ROME** Start the roman Empire from 32BC. Build fleets, armies & send them into battle.
❑x **2622 DONKEY KONG** Original platform game in which you must rescue the girl. + Mad Bomber.
❑x **2674 INTERPID** In the Artic ice you control a tank on a mission to rescue hostages in this superb Amiga origional
❑x **2676 AMI MORIA v5.4** Loads of new features like better graphics, larger dungeons, On screen updates, overview of the dungon's map & Loads more.
❑x **2710 CLASH OF THE EMPIRES v2.1** Strategical War Game By T.A Sear from Shoebury's war Gaming Club. This is the second & final version **(2)**
❑x **2712 ACT OF WAR** Simular in style to the classic game Laser Squad. You control a team of special troops.
❑x **2715 TANK ATTACK** This is a 1-4 player version of the Classic Cartridge game Combat. 4 Joysticks can be used.
❑x **2716 RESCUE** Space ship game simular to Scrample. Excellent graphics
❑ **2721 E-TYPE II** Asteriods adventure where you jet around collecting weapons
❑x **2723 SOLITAIRE** Popular card game on the amiga. Excellent version.
❑x **2724 NEIGHBOURS** This is the best graphical adventure game **(2)**
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❑x **2808 LADY BUG** Another of the old classic games converted for the amiga computer. Excellent fun for all
❑x **2809 Q BERT** It's the Atari classic with all the characters from the original
❑x **2811 WIZZ WAR** The shoot em up with fireballs not fire power. Take the wizard through various Unknown Lands
❑x **2814 BULL RUN v1.3** This is one of the classic stratergy games. Very popular
❑x **2818 GHOST** is a 3d graphical adventure simular to some of it's comerical brothers. Excellent **(2)**
❑x **2823 GRAND PRIX MANAGER** It's the first type of Grand Prix Management on Amiga. Great or What. Not A600
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# PD Update

Seasons change, but Public Domain software continues to avalanche down on to the desk of **Pat McDonald**. Here are some of the best of the current crop.

## OBLIVION
**CYNOSTIC G0015**

GAME



**How I miss the long hours down at the seafront. Never mind, I can play something nearly as good at home – this!**

Do you miss the long sessions on William's *Defender* and *Stargate* machines? Do you yearn for all that on-screen mayhem and manic button stabbing? If so, or if you're into high-speed shoot-em-ups in general, then check this out. *Oblivion* is a machine-coded shareware game by Mark Sibly from New Zealand. Admittedly, the graphics look a little crude – but they move in a fashion most zippy.

There have been a couple of changes to the original. For a start, the playing area is taller than the visible screen – the starfield background scrolls to accommodate this. A shield button has been added, and the old hyperspace function taken out – all the controls (up, down, fire, thrust, reverse, smart bomb and shield) are mapped on to the keyboard, which is the way this sort of game should be played.

The aliens still kidnap the humanoids. However, when you shoot the kidnappers, the humanoids do not plunge to their doom – instead a parachute opens and they float back to the ground. You can still pick them up for a bigger bonus though.

I like this game loads. The only weakness is that it's a bit too easy when played with a joystick – stick to the keyboard for the proper arcade feel. The shareware contribution you make is left to your discretion. Makes a change from all the 'I demand a fiver' shareware writers.

## KICK 1.3
**17 BIT SOFTWARE**

UTIL




**If you want to see this well naff (but highly compatible) boot screen, get this disk or a new ROM chip.**

Are you the lucky owner of a new A1200 or A600? Do you want some more compatibility, that is the ability to run older, and some would say better games? Well then look no further than *Kick 1.3*.

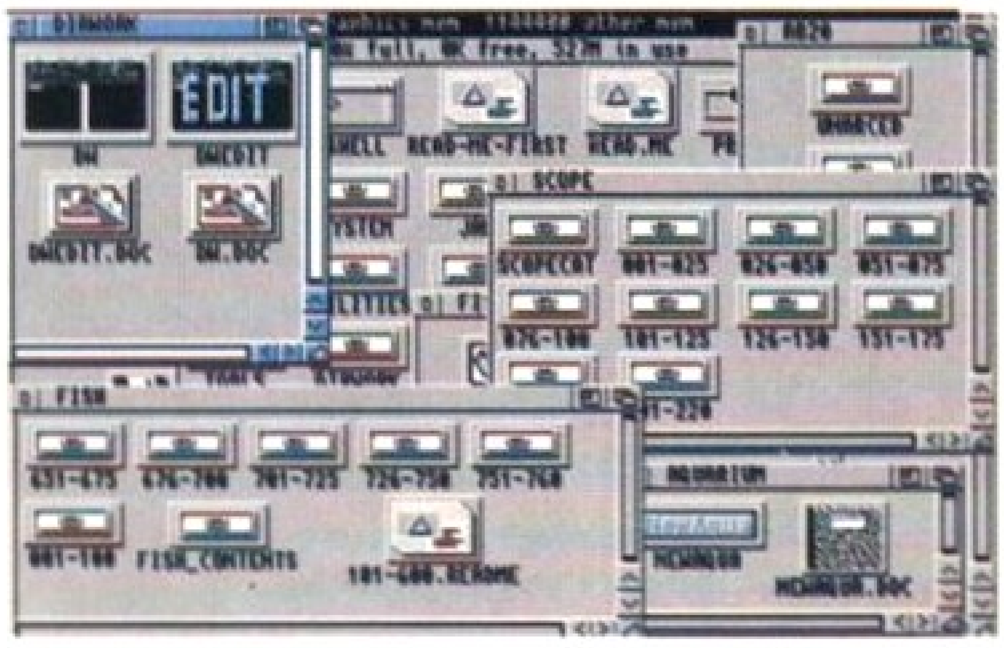
Admittedly it's not quite as convenient as a ROM sharer (plugging in an old 1.3 Kickstart chip and flipping a switch). Instead, you have to boot this disk before you run games from your old and neglected games software collection. It does just the same job as a ROM Sharer and it's a hell of a lot cheaper. Widely available from most PD libraries.

## CDPD II
**ALMATHERA SYSTEMS**

PDCD

So, you want to bulk buy some PD? Get it on CD then! Admittedly, this disk is not brilliant if all you have is a CDTV (no keyboard or floppy disk drive). However, if you have those (or an A500/A500 Plus with a CD-ROM drive) then it's damn good value for money.

This disk takes over from the original CDPD, which had the Fred Fish PD collection, from disk 1 to 660. With this disk, you get Fish Disks 661 to 760, the first 10 *JAM* disks (*Just Amiga Monthly*) and the MicroScope disks from 1-20. Even though there are less disks than the Fred Collection, the actual amount of disk space is the same.



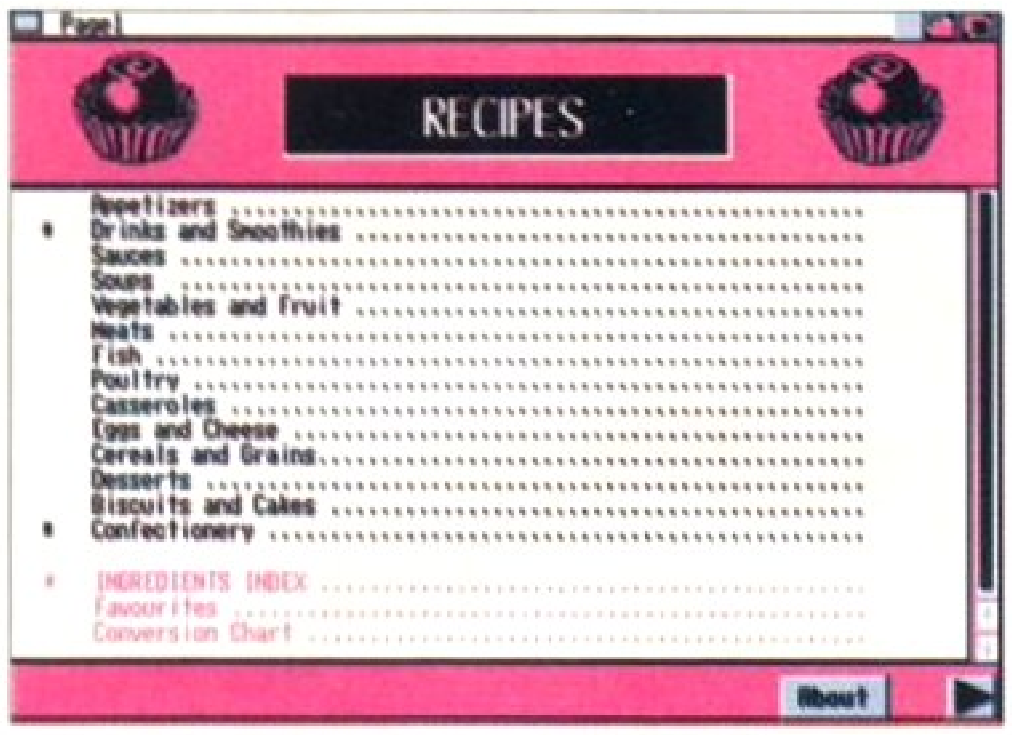
**More Public Domain software than anyone really has a need for – but it's a posey Workbench, you have to admit.**

Both Workbench 1.3 and 2 have been included too. What this means is that you can boot straight from the CD, rather than booting Workbench from a floppy first (as you had to do with the original CD Fred Fish collection). The frontend includes the *Aquarium* utility, for scanning through the collection and choosing what you want.

It's really the best value for Workbench 2 owners, as Workbench 1.3 can't run about 10 per cent of the software on the CD. Oh yes, also included is the Parnet driver software and details of how to build Parnet – a simple network using the Amiga's parallel port. If you want to invest in a serious amount of PD, then CD is the way to go.

## COOK & STITCH
**GEORGE THOMPSON**

TOOL




***HyperCook* made with *HyperBook*. If you want an example of an interactive recipe book, get this.**

This is one of the Australian Megadisc collection, and very good it is too. There is a program on the disk called *The Stitchery*, by Bradley Schenck, which turns an IFF picture file into an embroidery pattern. Apart from HAM and the new AA chip set graphics modes, all of the other Amiga graphics are supported.

Also on the disk is *Hyper Cook* (a simple recipe database created with Gold Disk's *Hyper Book* program) by Leigh Murray; *HomeBrewer*, a guide to making your own alcohol by Beau Rice; and the *BonAppetit* and *DietAid* programs, which have appeared before on Fish disks. So if you're a poor student (or a poor anyone!) looking for cheap inspiration to improve your quality of life, check out this disk.

**Continued on Page 182**

## II 2 STROKE PETROL ENGINE
**ROBERTA SMITH IIS004**

EDUC

Inside Info, that's basically what II stands for. This is a short but very well drawn animation, showing the different cycles of (you guessed it) a two stroke petrol engine.

The animation doesn't jerk through the cycles – it's a nice smooth continuous motion that is very easy on the eye. Congratulations to Michael Warren-Leighton for an educational anim that looks brilliant.




**I regret magazine technology can't show you this animated – get the real disk and find out for yourself.**




Jimi Hendrix, live and unleashed on *Stolen Data 10*. Wish I'd come across this disk mag before.

## STOLEN DATA 10

**CYNOSITC**

MAG

Anarchy Worldwide have been putting out this two disk magazine for quite a while, but I must admit I haven't seen it before. Boy, have I been missing out on something rather good.

The gallery section alone is worth getting the disks for – but if that's all there was to it, this disk would have ended up in the Demos section rather than Update. Not forgetting an equally excellent music content, it has to be said.

*Stolen Data* is actually put together in the UK, by Judge Drokk and Kreator of Anarchy. Many, many different people contribute to it – a lot of the artwork is gathered together in France and Germany too, but it actually originates from all around the world. LSD Grapevine tends to be a bit UK heavy – that's fine by me because that's where I live, but not everyone appreciates the fact.

The frontend really goes to town – pages whiz on and off the screen at a high rate of notes, and each one is really easy on the eye. It's really swish.

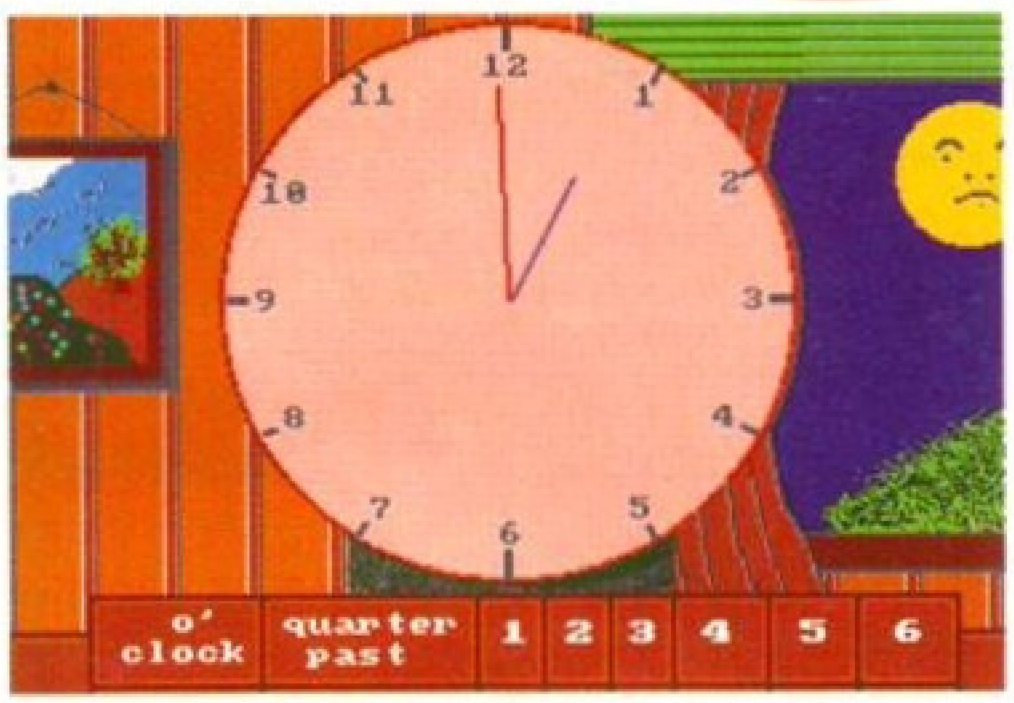
Subjects covered are the usual adolescent (no offence intended) subjects – metal CDs, women, more women, coding, the Amiga in general, Lamers (I hate that word), a rather in-depth piece on the M16 assault rifle (no it doesn't tell you how to make one), the future of Hi Tech, USA viewpoint and so on.

Even if you don't like the content, even if you think these guys are wasting their time (and I don't) you'll have to admit the layout, presentation and general funkiness is the way that magazines will be tomorrow. Shame you need an Amiga to read it – but this is the future of magazine publishing. The good news is, you can taste it now.

## TELL THE TIME

**DEJA VU L122**

EDUC




Although this educational game doesn't look brilliant, it does offer a fair range of different tests about time.

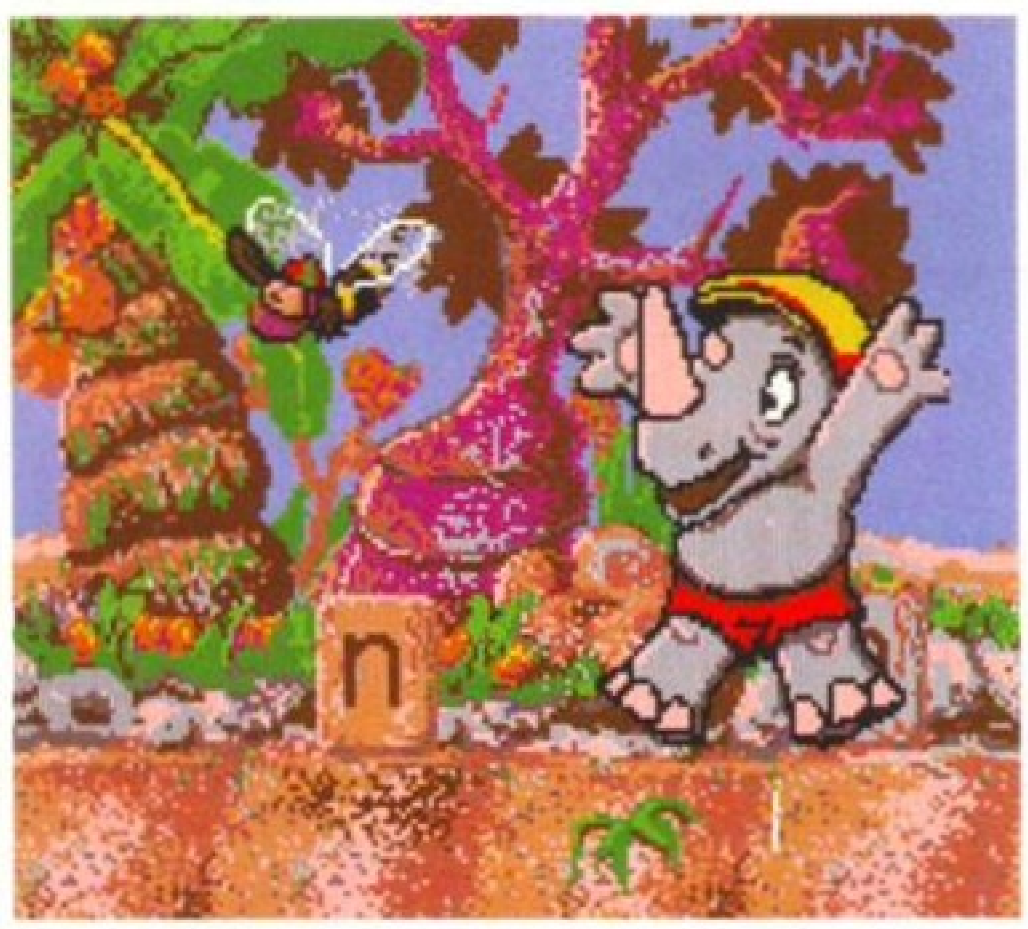
MJ Austin must have spent a long time programming this educational feast. It consists of five exercises, which gradually get harder. The graphics aren't special but they do animate. It's almost totally mouse controlled (except where you type in your name and the last level).

The five levels are – basic tell the time (easy and tricky levels), train times (gets a bit boring), shoot the aliens (quite fast, 3D shoot-em-up, but you have to answer the questions correctly before the game will let you blast) and Clock Catcher, a simple platform game. You do need a joystick for the last game, unfortunately. All things considered it's a very good set which children should find better than traditional lessons.

## YIPPEE!

**DEJA VU L119**

EDUC



Leaping, ducking and running? A rhinoceros? Oh good, you can see it too. I thought I was hallucinating.

Here's another PD education program. Are you having problems getting your children to study a dictionary? Worried about their spelling? Get them this. *Yippee!* masquerades as a fairly standard platform game, with a rhinoceros as the main character. This guy (plainly a guy – he's wearing shorts) can duck, leap, run and climb as only a rhino can.

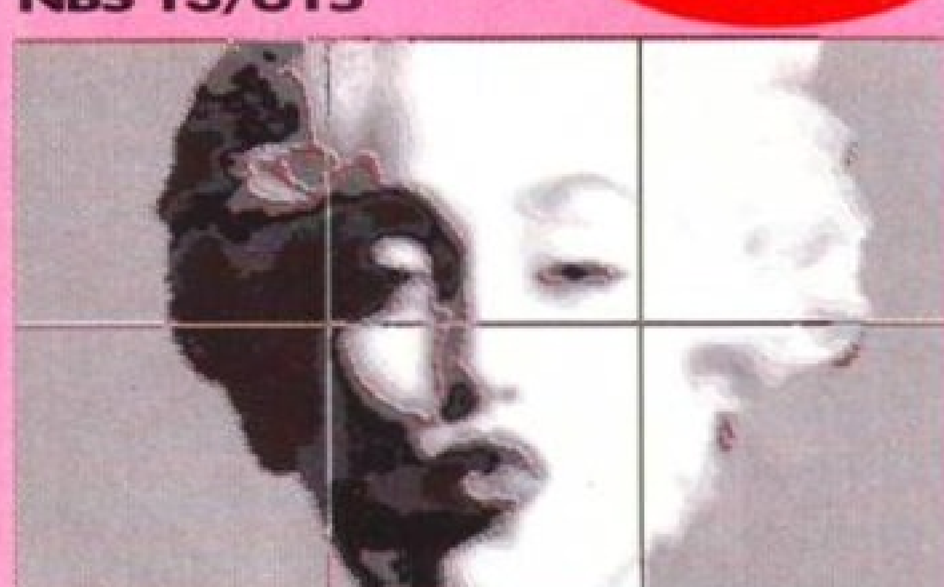
You see, the animation on this game is so good that it takes a while to suss what the objective is. Dotted around the screen are various letters – you have to pick up the right letters to form words. The order doesn't matter, and you can't pick up the wrong ones.

Great concept, good music, excellent graphics – I've only got one complaint with the author, Nik Lever. Why on Earth didn't you compile it? It would have been much smoother (it does tend to jerk a lot). Then again, maybe putting out the compiled version would have bloodied some noses in the commercial software sector.

## VMORPH 2B

**NBS 13/U15**

TOOL



If you want to blend and bend black-and-white images, this program is for you.

The in-thing in films and videos at the moment is *Terminator 2*-style visual effects. It's called morphing: a transition, from one image to another, which works out the stage in the middle. This PD program does just that – and it can warp between images too.

*VMorph* (*Vidi Morph* – using a morphing program without a digitiser is pointless) has been written in *AMOS*, by Lee Wilkie. This disk version is only a beta test, and can only handle 16-colour grey-scale low-resolution images, but further improvements are planned.

The author has been forced to circulate the original, uncompiled *AMOS* code, as it won't (for some reason) compile. He would welcome all feedback on the program – all I've got to say is well done!

## TOP 10 DEMOS OF THE MONTH

**Every month we print a chart of the Top 10 demos from a popular PD library. This month it's the turn of...**

**NBS**

1. Compugraphic Type Fonts Volume III
2. Adobe Illustrator Clip Art Volume II
3. PageStream – The Demo
4. ProDraw Clipart
5. Kingfisher – Fred Fish Database
6. K O The Virus Version 5.3
7. PageStream Update Disk#1
8. Adobe Illustrator Clip Art Volume I
9. PDQ 25 – PD from Jumpdisk
10. Alphabet Soup (Educational)

## WHERE TO GET THE DISKS IN THIS ISSUE

17 Bit Software: 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH. 0924 366982

Almathera Systems: Challenge House, 618 Mitcham Road, Croydon CR9 3AU

Cynostic PD: 85 Wyken Croft, Coventry, CV2 3AD, 0203 613817

Deja Vu: 7 Hollinbrook, Beech Hill, Wigan, WN6 7SG, 0942 495261

George Thompson Services: Bridgegate Centre, Martinfield, Welwyn Garden City, Herts AL7 1JG, 0707 391389

NBS: 1 Chain Lane, Newport, Isle of Wight, PO30 5QA, 0983 529594

Roberta Smith DTP: 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE, 081 45516261

# AMIGA SHOPPER PUTS YOU STRAIGHT

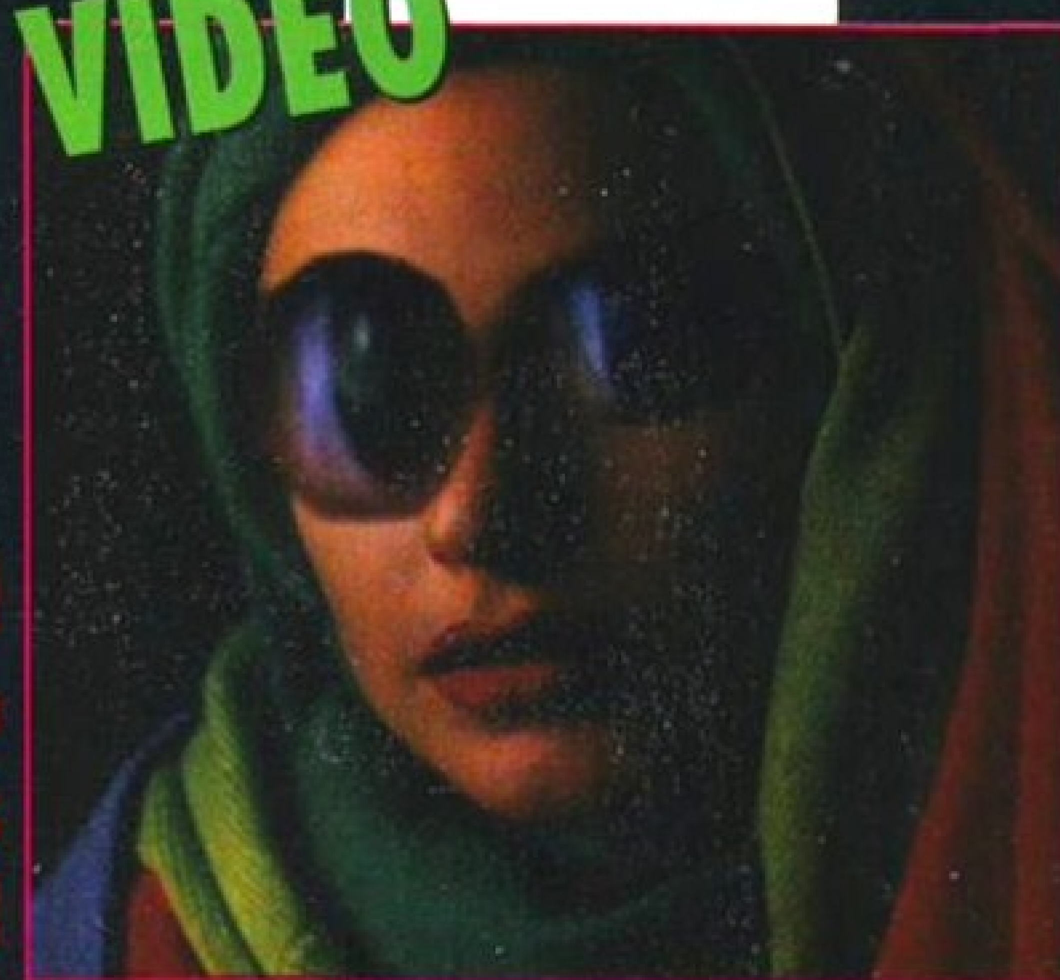
**If you're serious about your Amiga, just look at all the hard facts we'll give you...**

## FREE COVER DISK



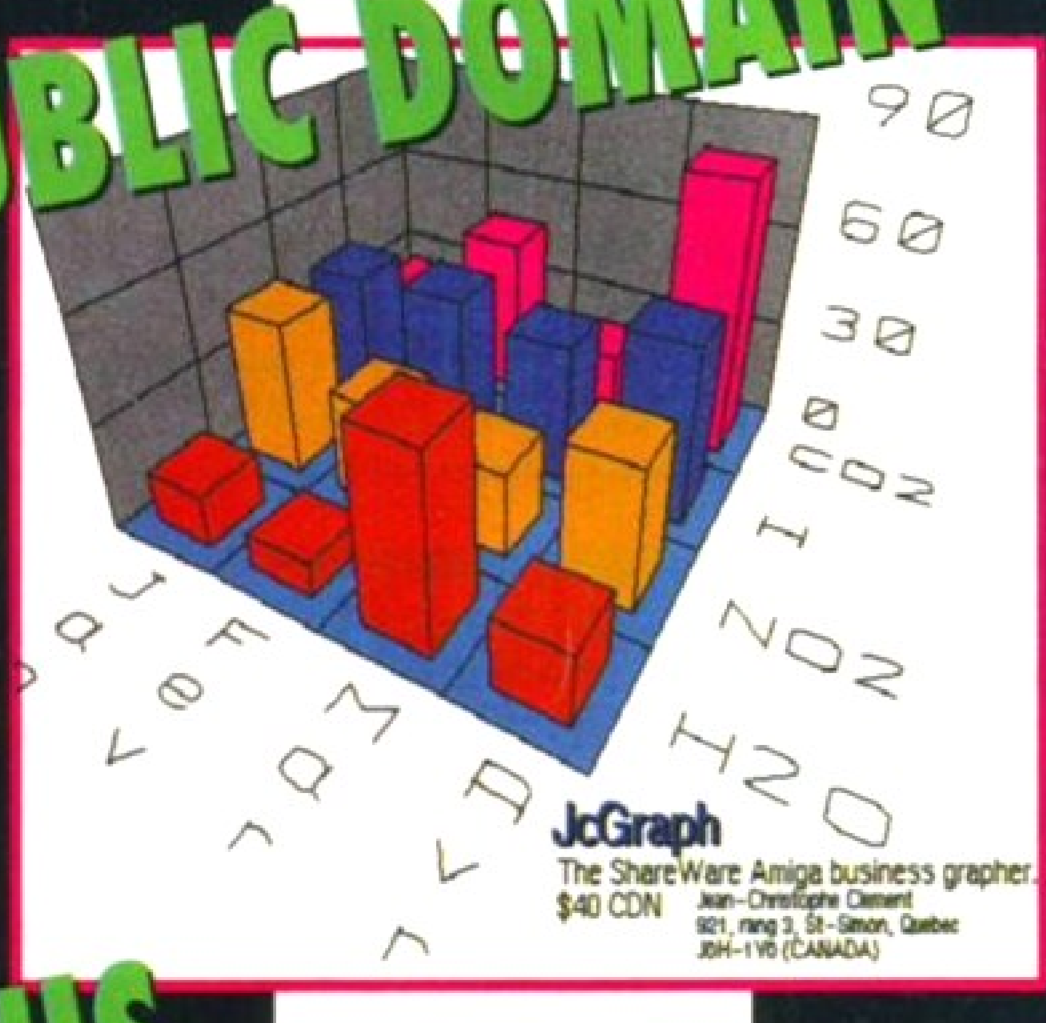

A cover disk with a complete assembler development system, source code and loads of utilities

## VIDEO



A review of *Morph Plus* and *CineMorph* – two of the most exciting video effects packages around

## PUBLIC DOMAIN




A round-up of the very latest no-cost and low-cost software from the famous Fred Fish collection

## DTP



An in-depth, no-holds-barred examination of Power Computing's low-cost colour hand scanner

## PLUS AMIGA ANSWERS

Every month our panel of experts, from all fields of serious Amiga use, answer your technical queries. With a computer as powerful and complex as the Amiga, you're bound to run into problems from time to time – no other magazine devotes as much space as *Amiga Shopper* does to solving them PLUS every month we have regular columns dealing with Hardware Repairs, C, ARexx and AMOS programming, Music, Chaos, Education, AmigaDOS and much more

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| Supra 9600 v32 Fax/Modem inc. comms software | £239.00 |
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| Supra FAX MODEM SOFTWARE | £29.00 |
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Access

# Workbench

Got a tech spec you can't get your head around, or just not sure what is the best buy? **Pat McDonald** has all the answers...

## FLICKER YE NOT

**FROM: RICHARD B ARDEN, SHEFFIELD**

**I have an A1200 plugged into a Philips CM8833 monitor. I've been slowly flicking my way through the manual and have noticed that various monitors can be attached, for example 15KHz, VGA, SVGA, multisyncs and multiscans. Can you give me a simple run down on which does what, and which one is best to go for?**

The 15 Khz monitors are very similar to domestic television sets, except they cannot receive TV pictures. Although this means they are limited to about 256 lines on a UK PAL system (less on an American NTSC system) it does mean that they are very good for normal video usage – an important consideration if you want to get into video. However, interlaced graphics (double vertical resolution) will flicker on a 15Khz monitor.



**There's a multitude of choices when it comes to deciding which monitor best suits you and your Amiga.**

VGA monitors are very closely based on American NTSC TV sets, which means you can miss the bottom or top of your screen when used on an Amiga, so avoid them. SVGA sets work on twice the vertical and horizontal resolutions of VGA, so they seem to be ideal. However, both VGA and SVGA work at 31Khz only – which means they cannot display normal non-interlaced graphics like a 15Khz monitor.

A multisync can usually work at either scan rate, and most multisyncs will automatically lock on to the incoming signal. So multisyncs are really your best option – needless to say, they are also the most expensive. Multiscan monitors work slightly differently, in that they buffer the video signal and display it at twice the normal rate (100 frames a second rather than 50). So multiscans can be a cheap alternative, but most of them don't take separate red, green and blue, or even composite video inputs.

So get a multisync if you need a completely stable display. If you can get one, a second-hand Commodore 1950 is your best buy. The 1960 is not up to the same quality. I use a Kaga Taxan 880 (no longer in production, but a damn good monitor).

However, the story doesn't quite end there. The HAM8 display mode of an A1200 provides enough colour resolution so that interlace graphics produce little noticeable flicker anyway. TV pictures are interlaced and they flicker, but because of the colour resolution you don't normally notice.

Therefore, if you want to do video work, stick to your Philips. If you want to do DTP-style, high-resolution, flicker-free graphics (as well as play games) go for a multisync. If you can't afford a multisync and you don't want to play games too, go for an SVGA.

## FOR EFFECTIVE FILMS

**FROM: EE FILMCLUB, BELGIUM**

**We are a group of creative young people who have been into making videos for four years. One of us has an A500 with an A590 hard drive and a KCS PC emulator, which we use for our titles. It's not as easy to choose good colours as people make out!**

**We want to go a bit further and use the Amiga more. We want to edit tapes, do some special effects, and use it for a bit of music too. So I guess we need a digitiser and a genlock. We need equipment that works with both VHS and Super VHS (S-VHS) and some extra software.**

**All the video equipment we use is Panasonic. Maybe an A1200 would be a good idea. What do you think? Obviously everything must be compatible with that machine – we have about £2,000 to spend before we start shooting a movie in France. So on to the questions:**

**1) Does the Genlock + from Roctec work with S-VHS and the A1200?**

With S-VHS, no. With the A1200, yes (but get a separate power supply for the genlock). However, the Genlock + isn't very good in terms of the signal quality it gives.

**2) Does *Morph Plus* run on the A1200? How about the A500?**

*Morph Plus* will run on either machine with quite a bit of extra memory (and you will need to upgrade the chip RAM of the A500 to at least 1Mb). To get the best results you should have at least 4Mb of memory when you are using *Morph Plus*.

**3) Can you suggest some software for creating special ef
fects?**

*DeluxePaint IV* – if you do get an A1200, wait for *DeluxePaint IV AGA*. There is no better program (see the review of it on Page 132). Oh, and you will also need a good operator – try advertising for good local *DPaint* artists. Sorry, ours are booked.

**4) We do all the editing by hand – is there a good and cheap system for controlling the videos with the computer? We're not sure whether our equipment uses the Lanc controller standard.**

Syntronix Systems do an Amiga-based video edit controller, and many other bits and pieces of video kit too. One of their more useful boxes is an S-VHS to RGB converter, for viewing S-VHS movies on a standard 15KHz monitor. You can contact them on 0332 298422. Panasonic equipment generally doesn't use Lanc – instead, it has a special five pin connector called, funnily enough, the Panasonic five pin.

If you want to do planned edits, then an edit deck which can store the cuts will probably be much cheaper – the Videonics 'Thumbs Up' TU-1 is especially good, and can handle S-VHS and VHS equipment. It costs £200. For about £180, the Panasonic EC-1EWE is much simpler to operate, but



**Videonics' 'Thumbs Up' TU-1 gets the 'thumbs-up' for its storing capabilities of planned edits. It's great!**

you can only do one cut at at time.

**5) What is a single frame controller and do we need one?**

A single frame controller will enable you to make per-

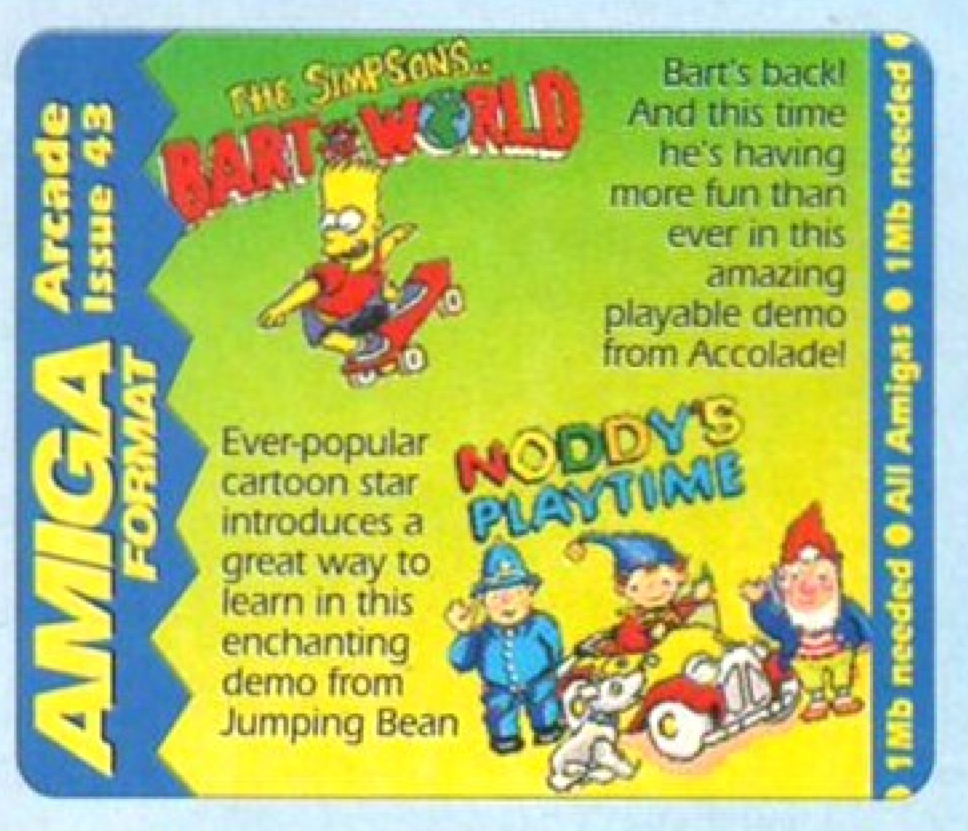
**Continued overleaf**

## B FOR BART BUG

**FROM: EDWARD LUI, CLEVELAND**

**In *Amiga Format* issue 43, you said that the Bart demo had a bug in the Great Wall of China section – if you hit too many obstacles then the game stops. I discovered that if this happens to you and you hit the B key, then you can continue with the game. If you want to, you can hold on to the fire-button to fly through the air and over all the obstacles!**

Thanks mate. I wonder if it's B for Bug?




**It's a real B...... when Bart can't leap over the Great Wall of China, but you needn't get bugged any more.**

## BASIC ERROR

**FROM: BRIAN TUCKER, HAILSHAM**

**Having just purchased a GVP 40Mb hard drive with 2Mb of fast RAM for my A500, the problems have started. Hopefully you can help – please?**

**1) I have a disk named HHINFO with information on (Basic listings mostly). I wanted to put it on to my hard drive. I copied a drawer on to the hard disk partition called Work, renamed it to HHINFO then opened Shell and typed:**

```
Copy HHINFO all to Work:HHINFO
```

**That didn't work, so I tried:**

```
Copy DF0: all to Work:HHINFO
```

**In both cases when I try to open either of the two directories contained on the disk I get AmigaBasic error 205. I spoke with a local computer outfit who suggested I try to assign the drawer, so I typed this into Shell:**

```
Assign HHINFO: Work:HHINFO
```

**When I tried it, the machine told me that it couldn't find Work:HHINFO. This is happening with all my data disks – what am I doing wrong?**

Nothing obvious, but it always pays to make sure that you have an actual directory – just clicking and dragging icons is not always good enough, and the Assign command couldn't find the directory. So first, type this:

```
Makedir Work:HHINFO
```

Then if you don't get a message saying that the directory already exists, your former efforts should work. I prefer to use more understandable syntax – it helps if someone is looking over your shoulder, like this:

```
Copy all from DF0: to Work:HHINFO
```

**2) Having successfully installed some games on to my hard drive, *Eye of the Beholder 2* will not run. The strange thing is that it installs and runs fine on an A1200! Any help would be appreciated.**

It's got to be because there isn't enough chip RAM available to load the game – I had exactly the same problem. First, make sure that all your hard disk partitions are mapped into F for Fast RAM, and not C for Chip or E for Either. To conserve even more chip RAM, hold down the Ctrl and D keys while the start-up sequence is going – it should abort. Then type these two lines, pressing return after each:




***Eye of the Beholder 2* is very intensive on chip RAM – if you haven't got enough then it won't load.**

```
Loadwb
Endcli
```

You will be left with a very plain Workbench, but you should be able to run the game. Remember to close all unnecessary windows, since this saves a little bit more chip RAM. The system you have has 512K of chip RAM, while an A1200 has four times as much – 2Mb.

fect edits, every time, if your camcorder and VCR are single frame capable. No, you don't need one. Many independent producers use decks which are only accurate to two or three frames – although the cuts are not as predictable, you don't really want to spend most of your money on one VCR, do you?

Having said that, most 8mm camcorders and recent domestic VCRs do not produce a glitch when you edit – they have enough recording heads to handle perfect edits. The point is that you cannot predict, down to the frame, exactly when the edit will happen.

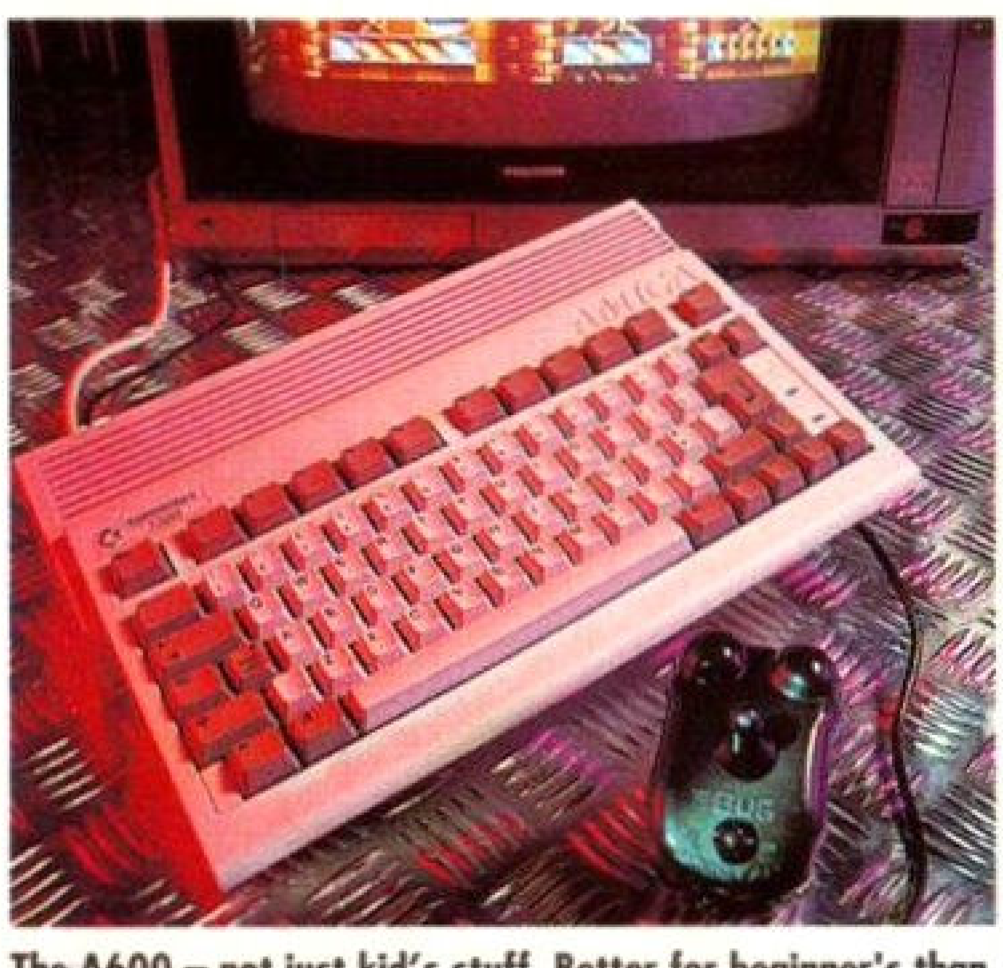
One dodge around this (which you probably already know) is to 'black' your tapes – record a blank signal over them first. The simplest way to do this is to leave the lens cap on your camcorder. If you edit too late, then you get black frames on your films – the trick is to start recording earlier than you need. Which means you lose a little of the pace of professional editing, but you don't pick up the price tag.

## A600 FOR ADULTS

**FROM: KEVIN LEWIS, SALISBURY**

**I own a C64. I'd like to sell it to make way for an A600. But recently I have heard several bad things about the 600 that are beginning to put me off. I'd like your opinion on a few points, as I might just buy an A500 so as to have a decent machine.**

**1) Is it true that the A600 cannot run games?**



**The A600 – not just kid's stuff. Better for beginner's than an A1200 though (that's a real complex machine).**

Some games which work on an A500 do not work on the A600. However, this only applies to games released before the A500 Plus came out (late 1991) – everything since then should work fine.

**2) If so is it worth getting an A500 Plus just because it can run games?**

Although it looks different to an A600, inside the A500 Plus is much the same design, so no. However, if a game or program uses the numeric keypad (the cluster on the right-hand side of most keyboards) then those functions will be unavailable on an A600, because it doesn't have a numeric keypad. For the most part we are talking flight simulations.

**3) Is it true that the A600 can't copy programs?**

Yes and no. Standard disks usable through Workbench (like the Coverdisk) can be backed-up without a problem. Like other Amigas, if you want to back-up copy protected games, then you will need some extra bits and pieces. But no back-up system is 100 per cent effective. If you want such a system, stick with the C64 and a tape-to-tape player, and then work out why nobody is writing games for the C64 anymore!

**4) I have also heard that the A600 is actually worse than the old A500, and that it is the only reason why Commodore released the A1200. Is this true?**

It depends on whether you want a games machine or a usable computer. Workbench 2 is much, much better than the 1.3 version supplied with the A500. True, if all you want to do is play old pre-1991 games, then the A500 is better. If you ever want to grow up and use a computer properly, the A600 is much better.

## JUST KID'S PLAY

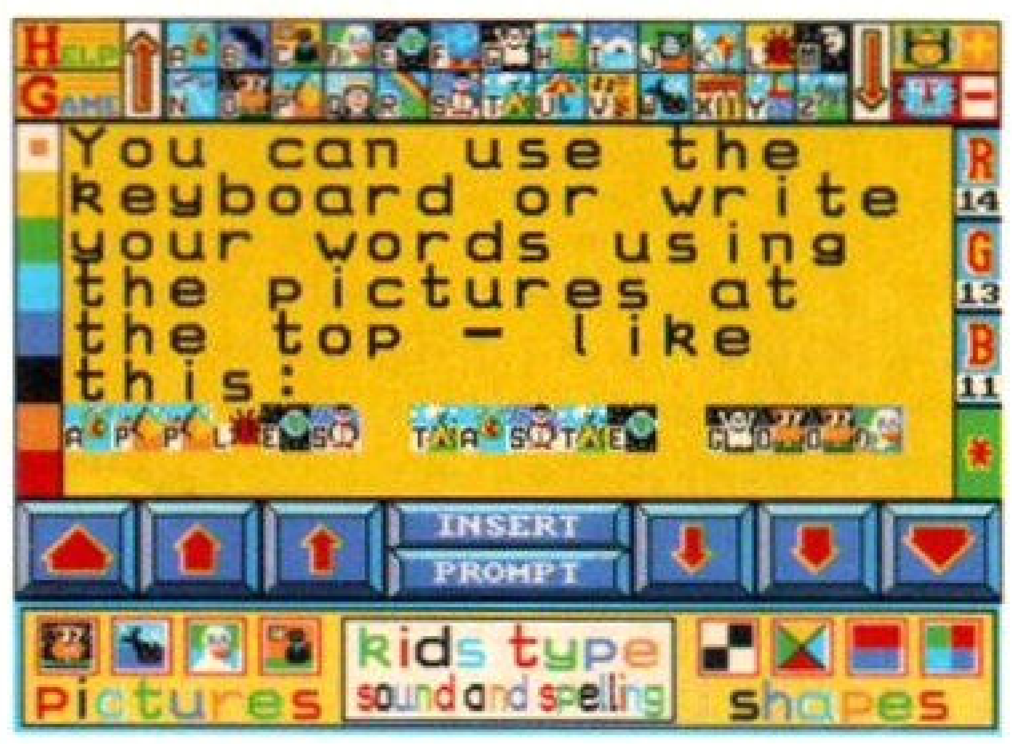
**FROM: C R McCLEAN, CO ANTRIM**

**I am a teacher of children who have special educational needs. I have found that, for these children who have difficulty with reading and writing, the computer and printer are invaluable educational tools.**

**In school I use a BBC Master computer, and an Epson dot-matrix printer. I have an excellent program called *Infant Writer* for this machine, which is very simple to use, and it produces a printout which is quite large and very easy to read.**

**So far, I have not been able to find a similar program for the Amiga. I use a Seikosha 24-pin dot-matrix with this. The Opal 12 medium font used with *Notepad* is not bad, but just not good enough. What I need is a simple, unfussy program to enable the children to type and print out sentences and short paragraphs. Is there one?**

Yes, it's called *KidsType*, it costs £24.95 and you can get it from GeniSoft (0753 686000). Also, phone Deja Vu (0942 495261) and get a catalogue. These people do a lot of very cheap software which could prove invaluable in your work. *The Word Factory* from Deja Vu is especially good.




**Children will be keen to learn when they use *KidsType* – it's simple and easy to use.**

## MONEY MATTERS

**FROM: DARREN A FENN, HUYTON**

**After having received a Star LC20 as a much wanted present (thank you!) I started writing some letters and doing some notes on your *Amiga Format* Collection *Scribble!* program.**




***Scribble!* – one of the most popular of the Coverdisk Collection – but it won't print properly without a driver.**

**However, I've come up with a small problem. When I want to type a figure of money on the screen, it's no problem. But when I want to type a pound sterling (£) symbol, this is what actually gets printed out:**

£¥¥20.00

**Could you tell me why *Scribble!* does this, as if I print out a pound sterling symbol with any other piece of software there aren't any Ys with dots over them?**

Erm, you did copy the right printer driver from the Extras disk on to your Workbench, didn't you? And then set the driver through Preferences? I would tell you how to do this right now, but I seem to be heading for the end of the page. Here's a deal – if you haven't worked out how to do this by next month, I'll print a full explantion in the next issue. Best I can do for the moment... Oh, Marcus hath decreed another page for Workbench. Lucky for you he keeps moving the goal posts in the grand game.

Here's how it works. On a Workbench disk there's a drawer called Devs. Inside the drawer is another drawer called Printers. You can't see these on Workbench 1.3, but you can see them on Workbench 2 or higher by selecting Show/All files from the Windows menu. Workbench 3 users – there is a slight bug in the Workbench preferences, so you are going to have to wait until next month.

Anyway, all the printers for Workbench are kept on the extras disk – again in a drawer called printers. You have to copy the driver that you want (EpsonX or Espon X{CBM MPS 1250} work on the majority of printers) from the Extras disk into the devs/printers drawer on your Workbench disk. There is a handy utility on Workbench 1.3, called Install_Printer (it's in the Prefs drawer) and for 1.3 owners, I recommend you use that – just type in the name of the printer driver and swap the disks when requested.

For Workbench 2 owners, it's even easier. All you have to do is load Workbench, Show/All files, insert the Extras disk, double click on its icon, and double click again on the Printers drawer.

Scroll through the list of printers – it can take some time to find the one you want. Click on the icon and hold down the mouse button – you can drag the icon around. Move the pointer to the RAM disk icon and let go. The printer driver will be copied to the RAM disk.

Now look at the Devs drawer on Workbench (remember, you have to Show/All files to see it). Inside the drawer you will find another drawer, called printers. Drag the printer driver icon from the RAM disk to the printers drawer in the Devs drawer. Now

# Techno Babble

## Do you know how to talk techie speak? Well, if you don't then this little bit of jargon-busting should sort you out!

**Accelerator:** hardware expansion that gives your Amiga a faster CPU. Often used with maths-intensive software where a standard processor is too slow, for programs called 'raytracers' which literally trace the rays of light which bounce around a scene to produce a picture. Also used to considerably speed up flight and other kinds of simulations.

**Anim Brush:** a brush is a small section of a graphic screen, cut out with a paint program like *Deluxe Paint.* Anim brushes are different small images with the same dimensions – for instance, a bird flapping its wings or an eye blinking.

**Blitter:** BLock Image TransfER device. Used for copying large areas of memory from A to B, or to combine different areas into one single image. Widely used to generate large graphic shapes in computer games.

**Bridgeboard:** Commodore's own IBM emulating device, featuring a complete PC computer on a single card. Only fits A1500 and above machines – enables use of standard PC cards.

**Chip RAM:** memory accessible by the custom chips (Paula, Agnus, Denise) as well as the processor. Used to store all graphics and sounds. Can be used by programs too – with speed slow downs.

**CLI:** Command Line Interface. The program which enables you to type commands into AmigaDOS for standard operations like copying files or getting a directory. Shell is more commonly used now.

**Copper:** co-processor. Used to generate subtly coloured backgrounds – this device is built into the Agnus chip and it can alter colours while the screen is being generated. Executes instructions at the same time as the processor.

**CPU:** Central Processing Unit. The decision-making chip, the one that tells everything else what to do. It can be interrupted by custom hardware if its programs are in chip RAM.

**Fast RAM:** memory that's only accessible by the processor. Programs stored here run faster than those in chip RAM – hence the name.

**Frame grabber:** device for capturing live video data and converting it into computer picture data. Doesn't require a still video signal. Usually gives much better results than a video digitiser, which does the same job, except that the video must be paused.

**Freezer cartridge:** quasi-legal device for examining programs while they are running. Usually with many useful built-in utilities which help overshadow its dubious origins.

**Hard drive:** basically a big disk for keeping Workbench and all the serious software that you use. Works much faster than a floppy disk. More and more games are becoming installable on to a hard drive.

**IFF:** Interchange File Format. A standard way of storing pictures and sounds, invented by Electronic Arts and adopted by Commodore. A single standard – practically all art programs can load and save pictures in this form.

**Kickstart:** the name of the set of programs which are run when the Amiga is turned on. Also contains many library functions for use by programmers. Latest release is Kickstart 2.04. Other releases; 1.3, 1.2, 1.1.

**PD:** Public Domain. Literally, software that is the property of everybody. PD disks can be freely copied by anyone, and you can also distribute them to whoever you want. The correct term is 'Freeware'. 'Shareware' (try before you buy) and 'Licenseware' (commercial and non-distributable) also come under the same rough heading.

**ROM:** Read Only Memory. Memory that cannot be altered. Widely used as the starting programs for computer systems that have just been turned on – ROMs remember things permanently.

**RAM:** Random Access Memory. Memory that can be altered and re-altered many times. Typically, it does not remember what it contains when the computer's power is switched off.

**Scanner:** hardware device for reading flat pictures from posters, newspapers and so on, and converting them into computer graphics. Often used in desktop publishing to read in previously published images.

**Script file:** a set of commands which you would otherwise have to type into the CLI or Shell by hand, saved as a text file. Learning how to use Shell or the CLI involves learning how to write script files.

**Shell:** more up-to-date version of CLI. Works in exactly the same way, but enables some flexibility in what commands are called via the 'alias' function. Also gives some hot-key combinations to enable some editing of previously entered commands.

**Sound Sampler:** hardware device that converts electrical music signals (typically from a tape or CD player) into computer sound. Can also be used with a microphone to capture live sounds.

**Sprite:** a graphic object that is independent of the screen. On the Amiga, sprites are limited in size and colours. Typically used for mouse pointers, alien missiles, and so on.

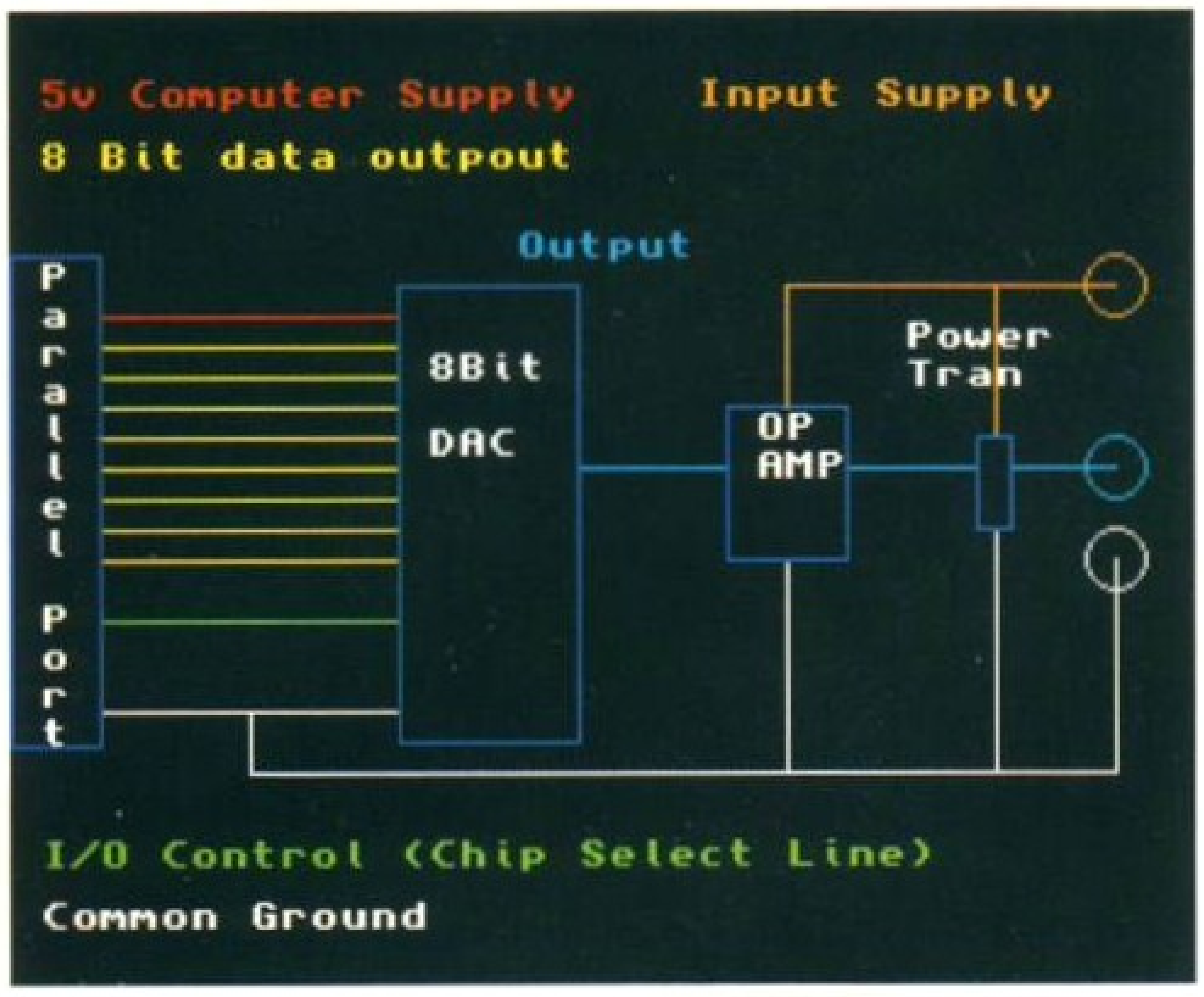
**Startup-sequence:** the name of the script file, contained in the S directory, which is executed after a disk has booted. Typically contains just the name of a program to auto-run, but can be very complicated. Whatever the nature of the file, it must always be called Startup-sequence and live in the S directory.

**Workbench:** the set of programs which set up a graphical 'point-and-click' interface on the Amiga. Much more friendly than the CLI or Shell, but not as flexible. Always has to be loaded from disk, which is slow but does enable much customisation. Workbench 2 requires a Kickstart 2 ROM. Workbench 1.3 requires a 1.3 ROM, 1.2 needs a 1.2 ROM and so on.

**Zorro:** this the generic name for the Amiga's expansion connector. The A500, A500 Plus and A1000 had the original Zorro I; the A1500s and the 2000s have Zorro II; and the A3000 has Zorro III. They are not compatible, hence the different expansions for different machines. The new A600 has a PCMCIA connector instead.

# Take Control!

Stuart Tavener's voltage controller design is AMOS controlled, fairly easy to build and cheap. **Pat McDonald** takes you through the instructions…




This is a picture, which together with the words on this page should give you a rough idea of how it works. Your Amiga plugs into the left, and what you are trying to control goes into the right. The actual circuit is the bit in the middle, which translates the computer digital signals into analogue power signals to drive hardware.

EVERY MONTH, WE receive dozens of requests from information technology students asking how they can go about building equipment to control hardware devices with the Amiga. Well here is one such project. On the Coverdisk, you will find most of what is presented here, together with the illustration for printing out. Assuming of course that you have, or know someone with a printer.

Building the circuit should present very few problems to a hobbyist, and indeed it's a good first project for those who know the theory, but have never actually built a circuit. You can either design a printed circuit board, or mount all the components on stripboard and connect the pins as described.

This is something we leave up to you – if you're a pupil at school, I'd recommend asking a Physics or Info Tech teacher for some advice on how to fit all the components together. If you're an adult and don't have a clue how to build it, try asking local TV repairmen (or poor electronics students) if they could build it for you.

## HOW IT WORKS

This whole project is designed to plug into your Amiga's parallel port (always connect things with the computer turned off). Different values, between 0 and 255, are pumped straight into the DAC (Digital to Analogue Convertor) chip. The DAC chip translates this into a voltage, between 0 and 2.5 volts.

This value is read by the amplifier chip in two stages – the first just gives out what it takes in, the second gives a value between 0 and 30V. This voltage is used to switch the power transistor to a given voltage.

It may seem unnecessary to have the first amplifier stage and the power transistor in there. The reason for the op-amp (optically isolated amplifier) is to make sure that no nasty voltages get passed back to the Amiga – it's there to isolate things. For good measure, the DAC also contains an isolator circuit (IC) – but it's wise to build a certain redundancy level into any circuit.

The power transistor is there to switch an outside power source (you have to supply this) between 0 and 30 Volts. The amplifier cannot give a high current output – there's only so much power available to the parallel port of an Amiga, and overloading it will knacker your computer. So stick to the circuit given and don't try to cut corners!

## TECHNICAL NOTES

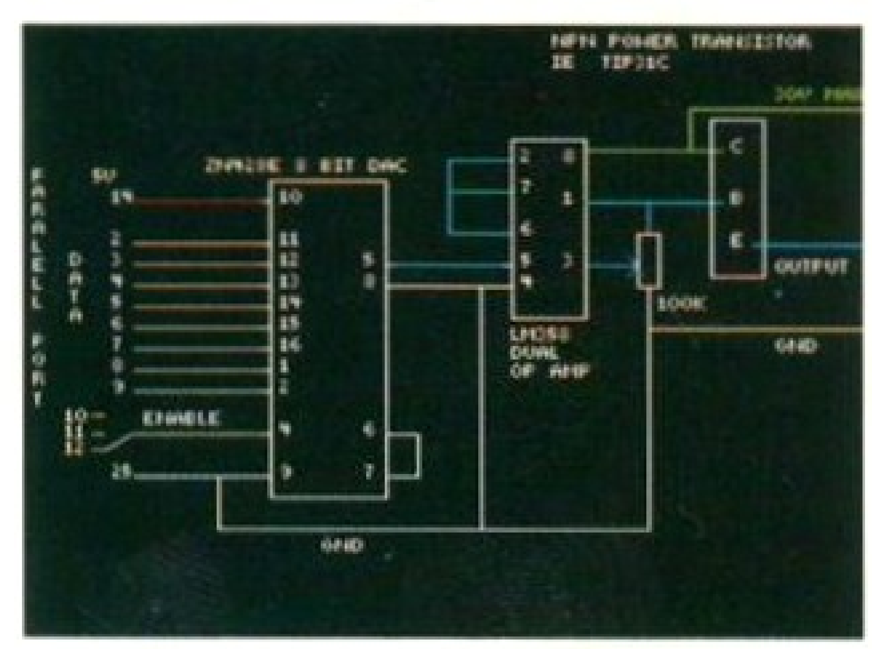
The DAC connects straight through to the Amiga's parallel port because it is micro-computer compatible and operates at the same voltage levels. The IC is not static sensitive so no special handling precautions are needed, although you shouldn't heat up the device if you're soldering it straight on to the board. It's a much better idea to solder a chip socket on to the board, and plug the DAC chip into that.

Either of the I/O lines 10, 11, 12 can be used to select the chip, but the program must be altered for each line, because they are at different addresses in the Amiga's memory map. Check the *AMOS* listing in the Serious-Stuff drawer on the Coverdisk. Pins 6 and 7 are voltage references for the DAC. I have told it to use its own reference level of 2.5 volts, so the maximum the DAC can output will be 2.5 volts. It can't output high current levels so a buffer stage is needed to stop the amplifying op-amp draining current from the DAC.

The first op-amp is just a voltage follower or buffer. It follows the input voltage, draining nearly no current because it has a high impedance. It can output the voltage totally separate of the input voltage and current, and so isolates the computer. Miss it out at your peril! The second op-amp amplifies the 0-2.5v from the DAC (via the buffer) and is amplified by the amount set by the preset (the 100k Potentiometer). It is much easier to vary the gain if a multi-turn potentiometer is used.

This output voltage can be between 0 to 30 volts DC. 30 volts is the maximum because it is the op-amp's maximum working voltage. Check the power transistor used can handle up this voltage. The last component is the power transistor. It supplies the same voltage as dictated by your *AMOS* program, but can supply more current when necessary. The TIP31C can supply up to 2 Amps. More capable transistors can be used but I find this to be ample.

The transistor can be directly soldered in if done quickly, but it can be mounted in some type of socket/holder.The output is then taken between the Emitter and ground, and can be used to power different applications including motors, solenoids, buzzers, lights and many more output type devices. I hope that this covers most of the workings of the circuit.




This is how all the components actually link together. Take great care when making sure that a wire goes from one place to another – it's easy to make a mistake. Check and double check before you plug in and turn the power on.

## WHAT YOU WILL NEED

| Description | Type | Quantity | Cost |
|---|---|---|---|
| 8 Bit Latching DAC | ZN428E | 1 | £5.75 |
| Dual Op-Amp | LM358 | 1 | £0.28 |
| IC Socket | 16 Pin | 1 | £0.10 |
| Power Transistor | TIP31C | 1 | £0.48 |
| Variable Resistor | 100k MultiTurn | 1 | £0.80 |
| **Note 1** | | | |
| Parallel Port Plug | 25 Way D-type | 1 | £0.68 |
| Connecting Cable | 20 Way Ribbon Cable | 1 Metre | £0.72 |
| **Note2** | | | |
| Circuit Board | Varies | | |
| **Note3** | | | |
| Output Connector | Various | 1 or more | |
| **Note4** | | | |
| Total Cost | | | £8.86 |

**Note 1.** Multi-turn Cermet Presets are the best type to go for because they are compact and reliable.

**Note 2.** Only 11 wires are needed from the computer but ribbon cable is only available in 10 and 20 sizes, so some are spare.

**Note 3.** Depends upon the availability of different boards. Stuart designed his own printed circuit board, but stripboard (Veroboard) will work fine. Consult an electronics enthusiast if in doubt.

**Note 4.** Depending on its usage will depend upon the connector. Remember, you will need your own power supply to power the last part of the circuit and your own output devices.

All parts are available from Maplin Electronics – but do check out a catalogue before you order, as prices can change (both up and down) within days. Maplin can be contacted on 0702 554161.

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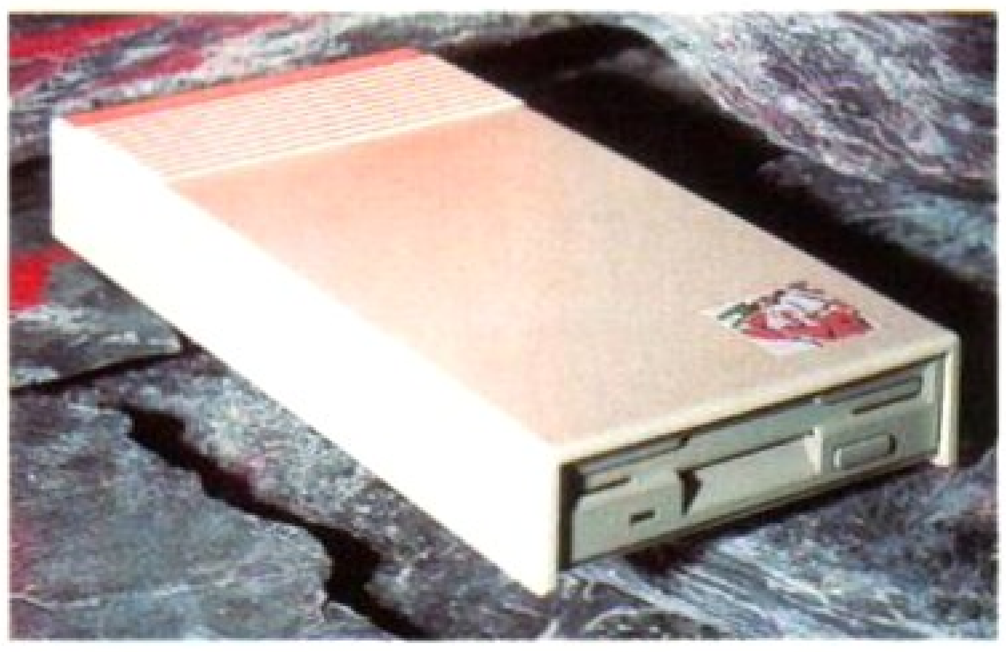
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# Answerfile

Everybody who comes into contact with the Amiga has thousands of questions. Find out some answers with **Pat McDonald**.

**Q I was rather confused by LGP Farmer's letter in *Amiga Format* 43, which seemed to indicate that the PC880B second disk drive was not compatible with the A1200. I'm confused because I bought such a drive and it works fine with the A1200 – so what's the full story?**



**The Power Computing PC880B – once incompatible with the A1200, but current versions work fine. Just as well, since it's one of the better kinds of external floppy drive.**

**A** Power have found that early examples of their PC880B drive do have compatibility problems with the A1200. The problem is in fact small and intermittent, but annoying all the same. Newer drives, typically less than one-year-old, are unaffected, and drives suffering from the problem can be made compatible by Power Computing for the sum of £15.

**Q I seem to have either a virus or a duff Amiga – I keep getting Software Failure messages with Kickstart 2, and Guru Meditations with 1.3. I've checked all my disks with the SuperKillers disk from Safe Hex International, but no virus is ever found. What do you think the problem is?**

**A** There might be a virus on your SuperKillers disk. It certainly used to be the case that a virus was put on to teach new users to be paranoid – later versions still have a virus on them, although usually it is neutered (incapable of spreading).

Some people think it's a laugh to alter virus killers so that they actually create viruses on your disks – neither Safe Hex International or I do this, but I mention it for those who got their virus killers from small PD libraries who can be a bit sloppy about such things.

**Q What is a Guru Meditation?**

**A** Exactly the same thing as a Software Failure –a program is trying to get the Amiga to do something that it cannot, like look at non-existent memory, divide a number by zero (the answer is infinity, which takes a long time to calculate), read a word from an odd numbered address or its simply overloading it with too many tasks.

The reason it's called a Guru Meditation is because when an Amiga falls over, it generates two numbers. The first number is the error code, the second number is where the error occurred in memory. The idea is that you send the codes to the programmer, who meditates over them (possibly using the optional Meditation Board – I'm not kidding) to find out why the program failed in the first place.

Commodore thought it was a bit silly, so you don't get Gurus on Workbench 2 or higher. Spoilsports.

**Q I have a mini SCSI hard drive which I would like to fit in my A1200. Is this possible with an interface board? Where would I buy one?**

**A** It is theoretically possible, but as SCSI drives are complex and expensive, why don't you trade it in for an IDE type drive? It's going to be a few months yet before SCSI interfaces come out for the A1200, so you are probably better off not waiting.

**Q When I do a screen dump to my dot-matrix colour printer, the results are terrible – can they be improved?**

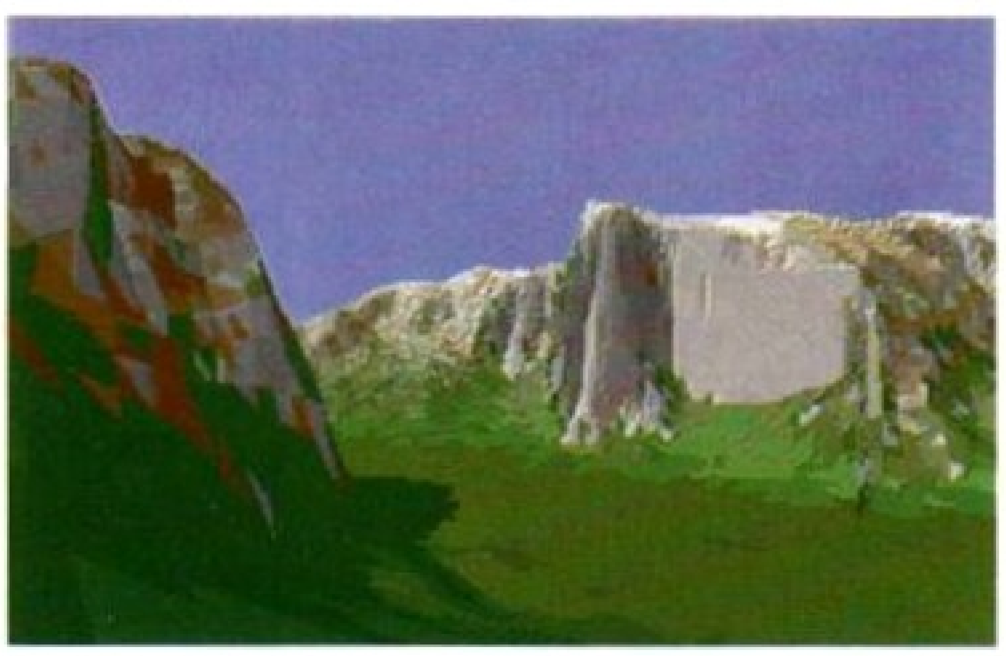
**A** Yes they can, but you must understand that a dot-matrix colour printer with only four colour ribbons has an uphill struggle to reproduce a 4096 colour (or more with the AA chipset) Amiga screen. A company called Care Electronics (0923 672102) can provide you with *Flexidump 2*, which is capable of producing much better screen dumps than the standard drivers, for £39.95 – but don't expect miracles.

**Q Where can I get information on creating custom bootblocks?**

**A** Public Domain libraries. Either phone around or collect a few up-to-date catalogues – there are at least 10 Bootblock construction kits out there, but I wouldn't recommend any of them unless you are fairly conversant with how the Amiga works.

**Q I have an A1200 – is the *Faster Vista* offer still open from Coverdisk 33?**

**A** The offer is still open (I see no reason to close it) but the Faster Vista program doesn't work without an FPU (Floating Point Unit –a chip that does fractional maths much quicker than the processor). So unless you've got an FPU, don't bother!



***Vista*, the first Coverdisk Collection program, can still be exchanged for an FPU version – but unless you have an FPU fitted, don't bother!**

**Q How do I print out drawings from *IntroCAD*?**

**A** Load Workbench first. Then put in the *IntroCAD* disk and click on the icon. There was not enough space on the *IntroCAD* disk to include the printer device and its associated files – but you should count your blessings, the commercial disk didn't even autoboot!

**Q How can I get Kickstart 1.3 for my Amiga 1200, to give greater compatibility with older programs?**

**A** There is now a Public Domain disk called *Kick1.3*, that maps the old 256K Kickstart into chip RAM, so programs which need the old Kickstart ROM will work on an A1200 or A600. It's widely available from many libraries, but it still doesn't give full compatibility.

**Q Where can I get some driver software for a lightpen? Making the thing was a doddle in comparison to finding some decent software!**




**The Trojan light pen works with most programs as a mouse – but it's useless without some driver software.**

**A** Trojan, who make the Trojan Lightpen, may sell the software separately for about £20. It works best on Workbench 1.3 or 2, and you can contact them on 0554 777993.

**Q How come some programs work on the A600, but not the A1200?**

**A** Three reasons. Some programs which work on a 1Mb chip RAM system go belly up when they see 2Mb of chip RAM as fitted to an A1200 (this is fairly rare with post '91 software). Some software doesn't like the 68020 chip fitted to the A1200 – games like *Super Monaco Grand Prix* were designed totally around the 68000 chip, with no thought as to the future of the Amiga. Shame!

Finally, there are still minute differences between the Kickstart 3 ROM and Kickstart 2 ROM as fitted in the A600. These are mostly invisible (most games don't use the ROM anyway) but they still cause the occasional hiccup.

**Q Do the batteries ever wear out on battery backed clocks?**

**A** If the battery isn't rechargeable, then yes it will go flat every couple of years. Rechargeable batteries will automatically charge up when the Amiga is switched on, they are fairly bulky and have three solder connectors. Flat lithium batteries, while having

quite a long life span, do go flat. Lithium batteries are usually clipped on to A500 trapdoor RAM expansions, and can easily be replaced (that is if you can buy a compatible type locally).

**Q Why don't some IDE hard drives work on the A1200?**

**A** Two reasons. 3.5-inch IDE drives are too big to fit in the supplied mounting plate (some companies fit this type using their own mounting plates). Also, special cables are needed to connect them, and they take more power than a 2.5-inch drive.

Secondly, some 2.5-inch drives (especially the larger sizes) do not spin up to speed until they are accessed. This means that, although such hard drives can be fitted and used with an A1200 or A600, they will not autoboot. One solution is to fit a secondary reset circuit inside the computer, which makes it take a few seconds longer to reset – just enough time for the hard drive to get up to speed.

**Q Where can I get a printer driver for the Hewlett Packard Deskjet 550C colour printer?**

**A** WeServe do such a driver for about £10 – you can call them on 0705 325354. Also, a guy called PJ Warren, whose address is Watton House Farm, Bridport, Dorset, DT6 5JZ, has recently set up a quite extensive printer-driver service. He charges £1 per driver, including postage and packing.

**Q Why is the Commodore power supply so duff? It doesn't just look bad, it's usually got really poor capacity, blows up at the drop of a hat and invariably breaks when dropped.**

**A** Look pal, if you can design a better one, tell Commodore about it. UK HQ is at The Switchback, Gardner Rd, Maidenhead, SL6 7XA.

**Q Can I use any CD-ROMs in an A570 CD-ROM drive or a CDTV? Can I use any ISO 9660 CDs in such units?**

**A** No. Only CD-ROMs designed specially for the Amiga (CDTV is, when all is said and done, an Amiga) will work in these units. However, you can read all ISO 9660 formatted disks in the units – using Shell to copy files on to floppies.

You cannot run programs from foreign CD systems, but you can read any text files or convert pictures into the IFF Amiga standard using a suitable utility like *Art Department Professional*.



**Although CD-ROM drives for different computers are incompatible, CD-ROM disks can be read by different systems. So you could use this A570 to read PC CD-ROMS. You can't run any programs, but you can look at text.**

# In-depth explanation
## No 12: CDTV Compatibility



**When people are deciding between a CDTV and a CD-I, the deciding factor is often the fact that CDTVs can run a certain amount of Amiga software (assuming they have a floppy disk drive fitted). However, CDTVs cannot run all Amiga software – read the following points to gain insight on making a CDTV run more Amiga programs than has previously been possible!**

**1** One feature of the CDTV which persuades people to buy one (rather than a Philips CD-i unit) is the ability to use the rather large amount of Amiga floppy software. However, quite a bit of it will not work, for the following reason – the CD drive takes up 60K of memory, which reduces the amount of memory left for other programs. As a consequence, many of the better 1Mb programs will not work.

**2** Disabling the CD drive is nowhere near as straightforward as, say, unplugging a floppy disk drive (or an A570 CD-ROM unit). Because there have been a few different revisions of the CDTV (which are all externally identical) then one of two different methods has to be used. Both of them work, but the second is better than the first.

**3** The first works on nearly all CDTVs, but it invalidates your warranty, assuming you have one. Unscrew the case (don't forget the screws on the back) and lift the cover forwards. Locate the chip marked 'Odd' – if it is soldered to the board, then you have a very early unit and you should put it back together. Everybody else, gently lever the chip out of the socket from either end. Keep it safe in polystyrene or foam packaging.

**4** You now have a CDTV which can't run Amiga CDs! However, 99 per cent of 1Mb programs should work on it and you can still play music CDs via the remote control or the front panel. Thanks to SJ Lunn of Spalding for this method – it's not brilliant but it does work on practically all machines.

**5** If any companies want to start making sockets with a switch on the Select line, that would make life simpler. All you would have to do is take out the chip, put it in the socket and plug the socket where the chip came from. By flicking the switch (with the power turned off) you could choose whether you wanted a CDTV or an Amiga.

**6** The second method is to check the inside of your CDTV with the illustration above. If you have a JP15 on the board, with a little jumper block on, move the jumper to bridge the middle and the other pin. Your CD drive will be disabled and you can use much more Amiga software. Thanks to Paul C Willows from Doncaster for that.

**7** If you can get the bits, then wiring a switch to JP15 is an absolute doddle. You can just solder straight on to the pins, but it's a much better idea to solder the leads to a socket capable of fitting on to the three pins, and run three wires to a switch outside the machine. A suitable part would be Maplins FK97F, which costs less than £1. Maplins can be contacted on 0702 554161.

**8** The reason why some software will still not run is because CDTVs have no fast RAM (memory usable only by the processor). Instead, all their memory is chip RAM (memory usable by the graphics, sounds and processor chips). The practice of writing fast RAM-dependent programs has always been frowned upon, but people still do it nevertheless.

**9** One obvious solution is to fit some fast RAM to the CDTV, but this is not at all easy. There isn't a dedicated expansion bus on the CDTV, as you will find on all computers like the Amiga. The only possible way to do it (as I understand it) is to fit fast RAM directly to the processor socket – which is not easy, because space is very limited around that area.

**10** So, there you have it. Next month I'll show you how to make Philips CD-i compatible with the Amiga. You will need; a large lump hammer; a bucket of blue steam; a sticky Commodore logo; and 14,000 gallons of multicoloured custard. And if you believe this last point, you'll believe anything (the rest of it's true though).

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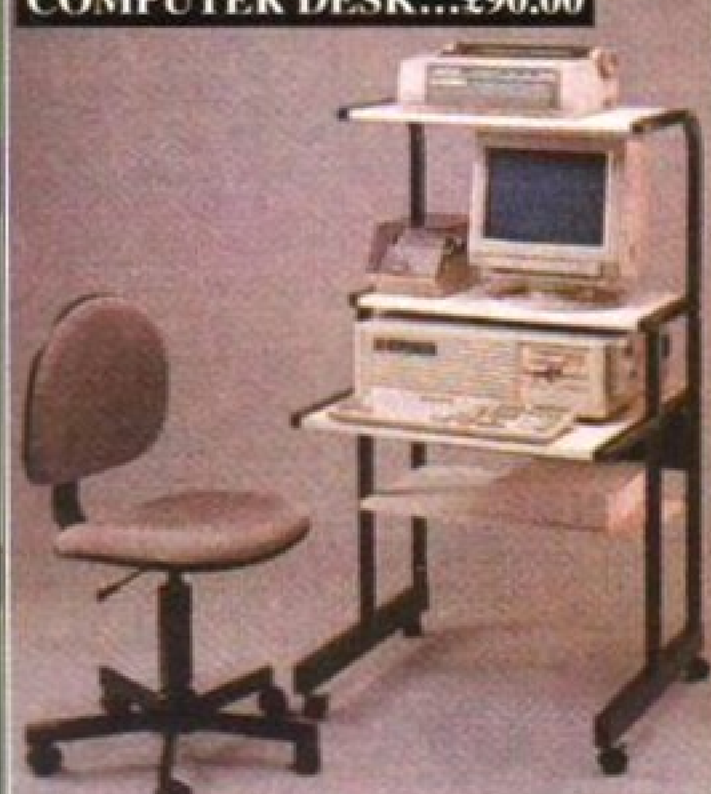
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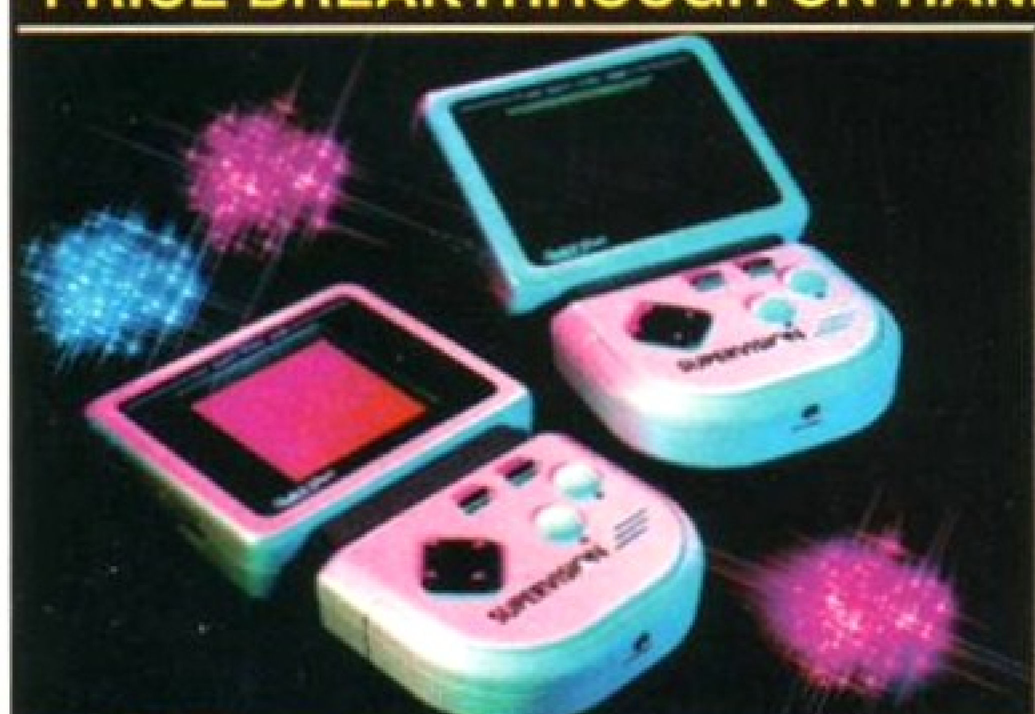
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# Letters

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### WORKBENCH

If you have any problems with the technical side of your Amiga, with hardware or serious software, Pat McDonald will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
WORKBENCH, ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH BA1 2BW.

### GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game, send the info to Nutts and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
ANDY NUTTALL, GAMEBUSTERS ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH BA1 2BW.

### LETTERS

The letters pages are there for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! Marcus is looking for thought-provoking or entertaining letters, the shorter the better. Prizes given for the best two.
LETTERS TO THE EDITOR, ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH BA1 2BW.

### COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. You can enter as many times as you wish, but all entries must be posted separately: don't put several entries in one envelope together, or include entries with letters to any other part of the mag.
COMPETITION, ***AMIGA FORMAT***, 29 MONMOUTH STREET, BATH BA1 2DL.

### SPECIAL OFFERS

If you've ordered something from the ***Amiga Format*** Mail Order section and you've got a problem, please remember that we on the magazine don't deal with it at all. Write to Mail Order at our Somerton address or telephone 0458 74011.
***AMIGA FORMAT*** MAIL ORDER, THE OLD BARN, SOMERTON, SOMERSET TA11 7PY.

### SUBSCRIPTIONS

Similarly, if you move house and want to make sure your copy of the magazine catches up with you, or if you have any other subscriptions enquiry then write to: ***AMIGA FORMAT*** SUBSCRIPTIONS, THE OLD BARN, SOMERTON, SOMERSET TA11 7PY.

### FAULTY COVERDISKS

The disks are duplicated and stuck on the magazine by a firm we employ for that specific purpose. If you have a faulty disk, send it to them enclosing an SAE. We don't keep stocks of disks, so we can't help.
DISCOPY LABS, UNIT A, WESTMARCH, LONDON ROAD, DAVENTRY, NORTHANTS NN11 4SA.

## DOES SIZE MATTER?

Why did you change the size of the magazine on Issue 26? Why have you changed the size of the word *Format* on the cover and why do other magazines sometimes review games a month before you do?

**Jonathan May, Headcorn**

*You have got a long memory. The reason we changed the size of* Amiga Format*'s pages a year-and-a-half ago was because, despite what Dr Ruth may say, we really do believe that bigger is better. We thought that we could fit more advice, tips and info in every issue, and that has to be better for you the readers. The reason we made the word* Format *on the cover bigger was that one or two other magazines had changed their logos so that they were more like our own, and some readers were actually buying the wrong magazine by mistake. So we made the* Format *bit of our name bigger to avoid confusion.*

*The reasons why we sometimes review games after other magazines are twofold. Firstly, and most simply, different magazines go to the printers at different times of the month, so sometimes a game's release date simply falls at a time that is convenient for one mag, but too late for another. More importantly, some magazines review games that aren't finished, or review games 'on site'. This means that they go to the software house, or the software house comes to them for a day, and they play the game for a while, do some screen grabs, then write the review.*

Amiga Format *will not do either of these things. We know how much games cost, and we will not judge a game without giving the finished version several days of play. Only then do we believe that we can make an advised recommendation to you.*

## JUST SAY NO!

**PRIZE**

I am writing to tell you that I spotted an Amiga on television. It was on BBC1's *Casualty* on Saturday 9 January. There was a black Zipstick joystick plugged into it and *Fantasy World Dizzy* was on screen. "I didn't buy you that for games, you know!" said the girl's mum. The girl by the way, was taken to casualty because she took a huge overdose of paracetamol and ended up with liver damage. My advice to her is to stop eating drugs like sweets and practice her gaming a bit more, then she might be able to get off the first screen of *Fantasy World Dizzy*.

**Chris Hamilton, Grangemouth**

*And we agree with you wholeheartedly, everybody knows that only dweebs take overdoses instead of playing computer games on their Amiga. You, Chris are the absolute, total, last and final person to win a prize for spotting an Amiga on TV. OK, get that folks? If you see a Commodore home computer on the goggle box, we simply don't care, they're far too common now. If on the other hand you manage to spot one on a proper shown-at-the-cinema motion picture, we may be persuaded to bung you a prize. The Hollywood Amiga hunt is on.*

**Continued overleaf**

## The Gallery

Sponsored by MAX Graphics

Got a picture you're proud of? Send it in, see it in print and win an *Amiga Format* binder! Since Letters is where you get to contribute your words, we thought it would be the perfect place to see your pics on display too. The best image every month will win a huge (and we're talking big here) poster print out, courtesy of Max Graphics of Cardiff – worth a massive £80. Send your entries on a floppy disk to The Gallery, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.



Ranma by Eugenio and Edoardo Perinelli of Verona.

## PIRATE PD

Recently, I heard of a group of text files on a disk which went under the name of Jolly Roger, I heard that it was 'excellent', and so I was naturally curious. I was, however, appalled when I booted the disk, and even more so when I read some of the files on it. I believe that a document similar to this was published a few years ago, and was immediately banned. The files are of a truly terrorist and criminal nature, including how to make bombs, how to make LSD and how to commit credit-card fraud. This must break an astounding amount of laws, and I felt it necessary to take some action. I hope that you can at least be responsible enough to issue a warning, especially to parents.

**Anonymous**

*We saw this disk a few months ago, and decided that giving it coverage in our Public Domain column was likely to attract people to it. After all remember the Frankie Goes To Hollywood affair, where their previously unheard of single* Relax *shot to number one when Mike Read banned it from breakfast Radio One.*

*In this case however, we do think that we should draw the attention of people and, as you say, particularly parents to this disk. You have been warned.*

## SEUCK ME

I have made a *SEUCK* game. How can I get it sold as Public Domain? What do you think of the Acorn A3010 in competition with the A1200?

**Neil Seepujak, Sheffield**

*You can't get your program sold as PD, the whole idea of PD is that you give it away. But if you want your game distributed for free, simply send it to a few of the PD houses – some addresses are on our PD pages (185-190), and if it's any good, within months you'll find it spreading here, there and everywhere. If it's very good, you may even see it reviewed in PD Update.*

*The Archimedes… competition, what competition?*

## THIS PARROT IS DEAD

How dare you compare *Monty Python* and *Beadle's About* in the same sentence. I am referring to the terrible first paragraph of the *Lemmings 2* Coverdisk section in the January issue.

I am sorry, but if this happens again, I shall be forced to send the Spanish Inquisition round with the soft cushions and the comfy chair!

**Fred, the dead parrot**

*Here at* Amiga Format *we dare do anything, even compare the absolute best and worst of British TV comedy in one succinct turn of phrase. And if you threaten us again we will be forced to send Jeremy Beadle round to dig up your garden, and crash your mum's car.*

## BRAVE NEW WORLD

In the December issue you had an article on virtual reality. This was a very good piece of reporting, and very forward thinking.

One thing that struck a chord with me when I was reading this, though, was an article in *Amiga Format* on the new chip set that enables full-frame video on CD. Your idea explored the notion of an interactive TV channel, so that viewers could select from a library of videos to watch.

My point is that with fibre optic technology, would it be possible to create a centralised VR system? Optical fibre opens up the world of interactive home use because data travels at the speed of light. You can now have a non-delayed conversation with someone in America via this technology. Data travels down these fibres at a rate of 2.5GBytes a second.

Imagine a time in the future where one could go along to a computer store and buy a headset, gloves and a subscription to a Virtual Board, then go back home and plug the set straight into a wall socket. They could then link up with other users on the system and go do battle in some Virtual Fantasyland. Just think, in a few years gaming on a centralised A6000VR machine could well be possible.

**Colin Ford, Watford**

*It's a nice idea, isn't it Colin, but a few optical fibres and the MPEG chip set are not going to make it an actual reality. Networked VR is still a long way off, and it isn't just data transfer that is the problem. Processing power is also a major hurdle that would have to be tackled. Each player's position, direction of view, and motion has to be calculated both relative to the virtual environment, then relative to other players. Today's VR systems have enough trouble calculating just one player in relation to the environment. So rather than a central A6000, even if, as its name suggests, it were powered by a Motorola 68060 chip, running mutual virtual reality, it would more likely be a Cray MXP.*

*We're not rubbishing your idea though, we just think you are looking a long way into the future. But then, when I bought my Vic-20 (3.5K of RAM and an external tape drive) I never thought that 14 years later I would be buying a 32-bit computer with 2Mb of RAM and a built-in disk drive. So, who knows? Maybe a VR network is only a few years away?*

## SEGA POWER

I have just bought a Quick Shot Python joystick, and on the bottom there is a switch that you have to change depending on the system that you use it with. I was playing *Project-X* with my new joystick and I changed the switch from A for Amiga users to D for Sega Mega Drive users to see what would happen. I pressed both

**Continued overleaf**

## 1200 WORDS ON

I read with interest your review of the new A1200 (I read it in Smiths), but would like to point out the deliberate mistake.

You forgot to list most of the disadvantages – still the crappy old two-channel per speaker sound and a low-density disk drive. The low-density disk drive is obviously to make sure A4000 owners never see software on HD disks, and to ensure the user gets maximum disk swaps per program.

How you can let Commodore get away without even a hint of disapproval is totally beyond me. Does Kelly Sumner pay you vast amounts of money not to criticise them or something?

I think I speak for the majority of Amiga owners when I say this. I don't buy *Amiga Format* for the sole reason that you arse-lick Commodore. When are your writers going to start writing their real views? Surely you have a large enough circulation to survive without Commodore's approval.

Feel free to try and defend yourself – I will understand if you don't.

**Paul Markham, Stone**

*Having read the review in Smiths, Paul, you obviously didn't have time to study it carefully. Rather than defend Commodore's decision to omit the items you have described, we analysed their reasons for doing so. We concluded that the inclusion of an improved sound chip and high-density drive would have taken the A1200 above the desirable £399 price point.*

*Rather than sucking up to Commodore, we did what we always do, and expressed our own opinion, which is that the A1200 is the best home computer for the price. You assert that you do not buy* Amiga Format *merely for our sycophantic attitude to Commodore, if you were reading (what will be) someone else's copy in Smiths, it seems you don't buy it at all.*

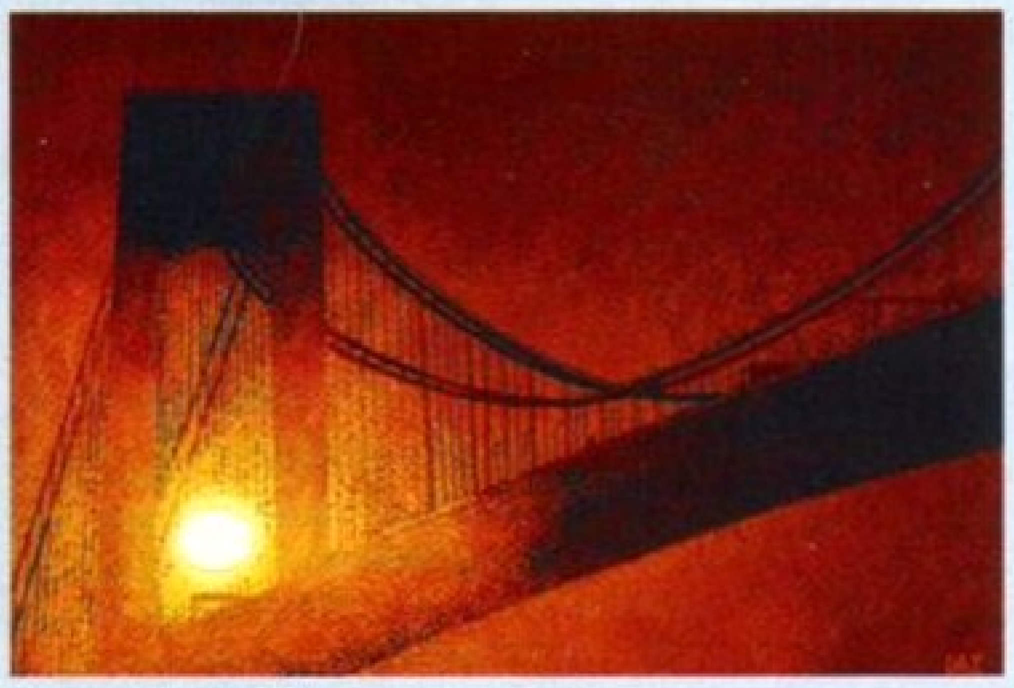
I've bought a new A1200, and so far I am very happy with it, having found that about 85 per cent of my existing software to be compatible with it.

However one thing that really annoys me is that the A1200 is supplied with less than half the documentation of the A4000. The user guides for AmigaDOS, ARexx and hard drives should also be included. I contacted Commodore and they are unable to supply copies of these manuals.

Surely if Commodore want the A1200 to be treated as more than a souped-up games machine, then the least they could do is supply full documentation for it.

**Vince Suttle, Giggleswick**

*Absolutely right there Vince, how can any user be expected to get the most from this amazing machine without the AmigaDOS and ARexx manuals? We suspect, though, that when Commodore say they are unable to supply the appropriate man-*



Sunset Bridge by Barren Barwise of Doncaster.




Beep by Neil Casini of Nottingham.



Noonan as a lemming by Michael Rose of Newbury.

# THE AMIGA 1200

*uals, they actually mean that they are unwilling to. Let's face it, they publish them in the first place. The hard disk manual is a necessity with the A4000, but not for the A1200. We would hope that when A1200HDs do become available the said manual will be included. Maybe Commodore have something to say on the subject.*

Having seen numerous pictures of the new A1200 and A400, I can't help noticing that they both have newly designed mice. I would have thought that you could have at least mentioned it since the old design was extremely unreliable. Even after cleaning, mine sometimes refuses to move at all, and my left button is almost as bad as the right one, which sticks repeatedly. I've seen letters complaining about the old mouse in your mag.

C Taylor, Hebden Bridge.

*It's not surprising that you have seen letters slagging the old Commodore rodent, we always thought it was a dog (I hope you're reading this Mr Markham). The new one is much better, and it was remiss of us to omit mentioning it in our reviews of the new machines. Our only defence is that we were so bazzagrammed by the other incredible features that we overlooked this small but vital feature. While the new mouse is a vast improvement, you still can't beat a good third-party mouse like the Golden Image, Naksha or MegaMouse.*

Just what are Commodore doing? It seems to me that they have no idea of which direction their products are going.

The 1Mb A600 sells for £299 and the 2Mb A1200 sells for £399. At first the price difference may seem quite big, but pay out for another 1Mb of memory for the A600 and it brings the price dangerously close to the A1200. I can't help feeling that there are a few recent A600/CDTV owners fed up with Commodore. The A1200 is the way ahead, and Commodore should see that all machines are up to this spec.

Jason Theobald, Billericay

I have bought an A600 thinking that it would be an interesting upgrade to the Plus. But after reading the December issue of your mag, about the A1200, I am left wondering what Commodore are trying to do. Are they trying to cheat us out of our money, then bring out a much better computer for the same price as the A600 cost just a few months ago? Now the A1200 is out how do Commodore expect me to sell my A600? Are Commodore using the A600 as the C64 of the Nineties?

Paul Hudson, Hednesford

*We've had a few letters like this, and they really disappoint me.*

*Owners of Ford Escorts don't write in to* Autocar and Motor *slagging Ford off every year when they announce an extensive range of improvements in the new model range. Hi-fi owners don't howl in annoyance in letters to* What Hi-Fi *when Nakamichi bring out a new cassette deck with more features than theirs. So why are so many people upset that Commodore have shown a firm commitment to keeping the Amiga up to date? If the Amiga isn't constantly updated and improved it will fall behind, become less attractive to developers, who will then stop producing software for it. Unlike a car or stereo system, Commodore can't just add electric windows or surround sound to the Amiga; when it's updated it has to be a fairly thorough process. Otherwise there would be hundreds of different configurations of machine, and the software incompatibility problems would be gargantuan.*

*By launching the AGA chipset Amigas, Commodore haven't abandoned A500/Plus/A600 owners, instead they have revitalised the market, and ensured that those machines will be supported with software for years to come.*

*As for the A600 being the C64 of the Nineties... The C64 has survived for over 10 years, selling strongly for the entire duration, notching up total sales of over one million units. The A600 would be doing very well to match, or even get close to this incredible success story. And remember that C64 software was only compatible with the C64 itself (we'll ignore the C128). The A600 can make use of software written for the A500 before it, and the A1200 in the future.*

*We say... if you own an Amiga, you're lucky. You're part of a big family.*



The Opposing Tide by The Hairy One of Saltash.

The Gallery Sponsored by MAX Graphics

# Next month
# Issue 45 April 1993

## Just what is multimedia anyway?



**A picture. If you get lots of these, add some sound and make them all work at the press of a button, you've got yourself a multimedia thing. But what are you supposed to do with it? We find out how multimedia is changing your life, and you don't even realise it.**

Everybody knows what multimedia is, right? I mean it's... well it's got to do with CDs and high-end workstations doing... erm. OK, so not everybody knows what multimedia is, or what it can do. But in the next few years it's going to be creeping into your life through the back door. So we're going to find the guys who know all about it and ask them the difficult questions. Like: what is multimedia? How can we do multimedia at home? And what can multimedia do for us, the Amiga owners? So join us next month as we blow the lid off the biggest buzzword in modern computing.

## The great AF IDE guide

If you've got an Amiga 600 or an Amiga 1200, you may have noticed it's got a hole in it. Oh yes it has, just take a look at the left-hand side of it. All right, it's more of a slot than a hole, but it's called an IDE port. Next month we'll be looking at what they are, what you can do with them (ie expand your Amiga), and how much they cost.

Waiting for you at your local shop from **March 11!**

of the fire-buttons and the top button was still the fire-button, but the other button chose the special weapon, so I didn't have to press the spacebar. This makes the game a lot more playable, and it may work for other games involving magic, power-ups etc.

**Simon Askham, Leicester**

*He's right you know, we tried it with a Sega joypad and it works. Oh no! I can see weeks of frenzied* Project-X *playing ahead, just like when the game first arrived in the office.*

## ST USER

Please could you give me some insults for Atari ST owners because I am sick of hearing 'ST this, ST that'. Oh yeah and which is better, the A1200 or the Falcon? I also saw an Amiga in *Wayne's World* when Garth was sending Cassandra's video to the record executive.

**Peter McKearney, Dungannon**

*You mean you know some people who still own an ST? Then again, I suppose they find them a bit difficult to get rid of these days.*

*The Falcon is better than the A1200,* Epic *was the best game of last year, The Sun goes round the Earth, and* Wayne's World *was a crap film... NOT!*

## PD PROMO

Some time ago you told us Commodore were going to launch a big promotion campaign for the Amiga, and I did see some posters with an A600 on them, telling us it's not just a console. But a poster doesn't say much, does it? Both Nintendo and Sega know this and are advertising in an aggressive way on TV. That's what Commodore should be doing; don't tell us what the Amiga can do, show us and let us hear it! There's no way any console or PC could compete for the price.

Why don't Commodore ask a few non-professionals to create a commercial using only Amigas and Amiga software. It should be cheap to make, and really show off the capabilities of the Amiga. Let's have a contest in Europe for Amiga owners to produce a good commercial. A programmer, video-artist, composer and gamesplayer could really make a great Amiga commercial together. And the competition itself would have great promotional value. They could then run the winning video on channels with a young and broad audience (MTV, superchannel etc).

With the launch of the A1200 and A4000 Commodore are finally ready for the Nineties, but maybe it's time to show the rest of the world.

**Kurt Decoene, Wevelgem, Belgium**

*A fine idea. It is often said that the Amiga has succeeded despite Commodore's marketing, rather than because of it. Though to be fair to Commodore they did come up with a TV commercial that wasn't half bad just before Christmas.*

*But the machine is so powerful that it really ought to be given a chance to sell itself. A self-booting, rolling, promotional demo on every A1200 on display in the Dixons stores around the country would be a good start. The guys who wrote the* State of the Art *demo, reviewed in PD Demo Zone on Page 185, could no doubt knock up something rather special. The Amiga's strong position in the video/effects/morphing fields really give strength to your proposal. And the youth lifestyle mags have just got on to the street cred of PD demos and their excellent rave soundtracks. So come on Commodore, give these demos a chance. Sega and Nintendo have created huge media attention for machines with all the creative potential of a console.*

## DEAR AMIGA POWER

We would just like to complain about...

- The use of women as objectives to reach the end of games, it is disgusting!!
- The absence of strip poker games for females and homosexuals.

We are glad to see...

- That your magazine is priced correctly.
- That *Rainbow Islands* was included in the top 100 games.
- That the bloke in the cell next to us had his letter about *Rainbow Islands* printed in one of the recent editions
- That staples are not used in binding your magazine because we aren't allowed sharp implements.

**Hannah Lectore, Jenny Tooles and Shona Legge**

*We would like to say that...*

- *It is disgusting, but since there are more (lots more) male, heterosexual Amiga gameplayers than of any other sexual orientation, it's probably predictable. I think you'll find this answers both of your first two points.*

*We are glad that you're glad about the other things.*

- *Our magazine is priced correctly, I just looked on the front of the issue.*
- *What top 100 games? I'm not quite sure what you're talking about, but* Rainbow Islands *certainly deserves to be in any round-up of all time great Amiga games.*
- *Erm... what letter? did you by any chance mean to send this to* Amiga Power*?*
- Amiga Format *doesn't use staples either, it's called perfect binding.*

## FRENCH LETTER

Could you please tell me where to find your magazine on the French territory? Is that impossible or must I subscribe to *Amiga Format*?

**Patrick Suberville, La Réole, France**

*Nous avons vu pendant plusieurs vacances dans votre pays qu'on peut achêter* Amiga Format *– enfin, dans les grandes villes, vous êtes sur de le trouver. Si vous n'arrivez pas encore à le trouver, Patrick, je crois qu'il serait plus simple de faire une abonnement. Comme ça, vous êtes sur de recevoir un numéro d'*Amiga Format *tous les mois et aussi vous vous sauvez la peine de chercher partout dans les tabacs. Qui plus est, vous recevez tous les mois du fantastique software qui est tout à fait gratuit.*

## NO JOY STICK

I just want to say how annoyed I was when I saw that the A1200 had the same useless 9-pin joystick ports as the the now ageing A500. I believe that many people would like to see multi-button joysticks or joypads on the Amiga, which have at least three or four fire-buttons with separate functions. This would make action games, beat-em-ups and shoot-em-ups more enjoyable.

I strongly suggest that you and your readers write to Commodore and advise them to relaunch the A1200 with joystick ports with this capability.

**Stephen Ray, Harrow Weald**

*Stephen, go get a Sega Mega Drive, you know the one, the console that has joypads with three fire-buttons. Now take a look down the hole that the joypad plugs into, and count the pins. I think you'll find there are nine, just like the old-fashioned out-of-date, almost prehistoric ones on the A1200. Now read the letter entitled* Sega Power *on Page 204. You see it's not the number of pins that's at fault, it's the type of joystick that people buy, and the way the software is written to support multiple joystick buttons. The thing is that since most Amiga owners have crappy one button joysticks, few games support more buttons.*

## EVERYONE'S A WINNER BABE

**THE AMIGA FORMAT NODDY COMPETITION**

**Winners of a full set of BBC Noddy books, courtesy of The Jumping Bean Company are Andy Brown of Hythe, I Purdy of Leamington Spa, V Lindsay-Addy of Leytonstone, R Pound of Southampton, Owain Perry of Pontypool, Kira Phillips of Looe, Emma Newton of Newcastle upon Tyne, Hannah and Frances Osis of Chichester, Sally Purvis of Kent and Samantha MacDonald of Witham. We hope you enjoy the books.**

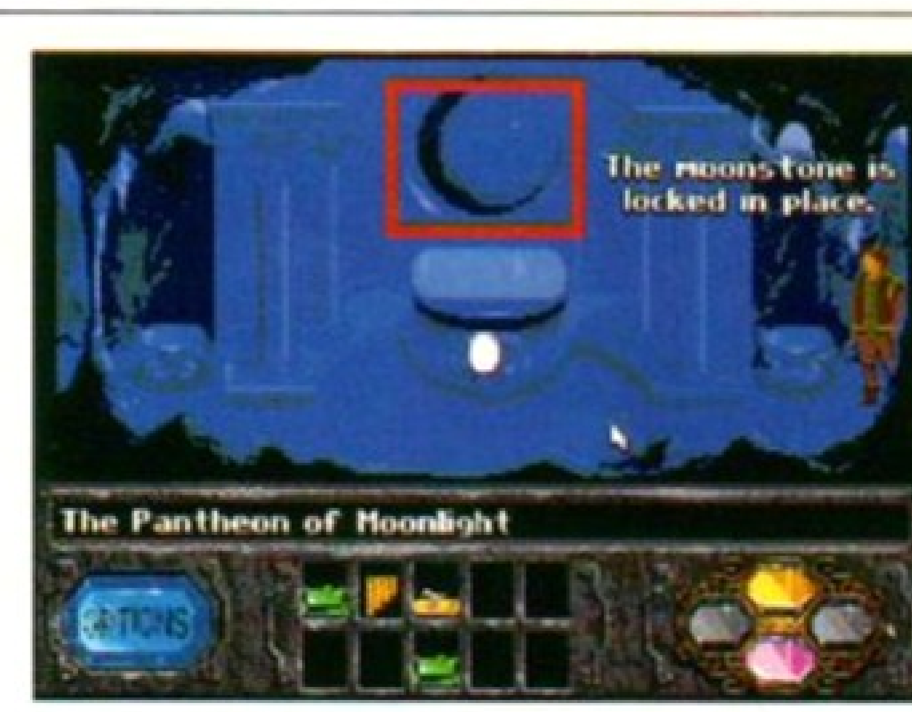
**RAVING COMPO**

**The two lucky winners of a Casio MIDI keyboard and a copy of the Rave software are Ian Southwood of Salisbury and Mr D Clifford (surely not the one who was in Creedence Clearwater Revival) of Great Yarmouth. Ten not quite as lucky runners-up are M Lieberman of Hornchurch, Laurence Robbins of Bishops Stortford, Darren Tremaine of Maidstone, Darren Baskill of Sheffield, Peter Cowburn of Otley, Matthew Rhodie of Barnsley, Paul Atkins of Retford, Karl Foster (no! not the ex-editor of the *Amiga Format Specials*) of Leicester, H Johnston of Kingsteignton and H Harris of Bristol.**

## Spot the shot 44



Simply identify the game that this small portion of a screenshot is from, write the answer on a postcard with your name and address and send it in to us. The address is Spot the Shot 44, ***Amiga Format***, 30 Monmouth St, Bath BA1 2BW. The first correct entry out of the hat every month will win a fabulous ***Amiga Format*** T-shirt!




**The winner of Spot the Shot 42 is Mr MH Thomas, who is from Bolton. As usual the prize is a very wonderful *Amiga Format* T-shirt, which he can wear down the local pub to the chagrin of all his friends.**

# ADVERTISERS INDEX

# Give us a call

Here at Amiga Format we have always tried to help our readers as much as we can, including taking your telephone calls every Tuesday. But before you ring us, there may be an easier way of getting the information you need...

## Software



If you have a game, or serious program that doesn't work when you get it home from the shop, take it back, as soon as possible, and remember to keep your receipt. Some shops are often not keen to accept software back because they think people just take it home, pirate it then take it back for exchange. If you do do this kind of thing, shame on you, and if you do have problems, you deserve them.

If you've had a game for a while and it goes wrong, send the disks, but not the manual and packaging, back to the software house who publish the games, and they will replace them for you. There may be a small charge for this service, but it'll be a lot cheaper than buying a new copy of the game.

If you need a cheat or tip for a game, make sure you've checked out the GameBusters section of **Amiga Format**. If there's nothing in there, then write to Andy Nuttall at the address on Page 195.

## Telephone numbers

If you need the telephone number of a software or hardware company, why not look for a review of one of their products in **Amiga Format**. We print the numbers of all the serious soft and hardware companies, and from next month we'll print the games companies' numbers too. Or why not buy a copy of the **Amiga Format Special Complete Software Guide**, inside which there is a massive list of virtually every software company (both games and serious) in existence, with addresses too – it's an invaluable reference. Otherwise, why not try the directory enquiries, it is their job after all.
Otherwise why not try the directory enquiries, it is their job after all.

## Hardware

Computer hardware isn't cheap, and if you buy a piece of kit, you have a right to expect it to work correctly. This is your right by law, and if your hardware isn't working from new, you can have a replacement or your money back. But we can't give you either, but the shop you bought it from can, so call them. If they won't help, and most will, call your Trading Standards Office.

If you have problems with older hardware, call the manufacturer. Most have a technical support line. Remember, they made the thing in the first place, so they probably have a better idea what could be wrong than even the **Amiga Format** team.

If you buy a piece of hardware from a show, or a similar event, then make sure you keep hold of your receipt. We get lots of call from people saying that they have bought some kit, but they don't know who from. If you don't know, how on Earth can we be expected to work it out?

If you need some technical help, send your letter to Pat McDonald, Workbench at the address on Page 195 of this issue.

## Coverdisk




OK, we admit it, the Coverdisk is our responsibility, we made it and we're here to help you if it's giving you a problem, But before you ring us up – hold on a second. Have you read the Coverdisk pages fully? We get loads of people ringing us to say their Coverdisks don't work, and when we ask the hard questions, the ones that have to be asked, it turns out they simply haven't bothered to read the instructions on the coverdisk pages. OK, OK! I know you're anxious to get playing with all the excellent software on your disk, but Pat spends a lot off time writing those instructions to help you get the most from your Coverdisk, so you could at least read 'em.

If you should be so unlucky as to get a faulty disk, send it to the address printed on the Coverdisk pages, and they'll replace it for you. Don't ring us, because we'll just tell you to send it to them anyway.

## If all else fails

**The information on this page is intended to help you. I mean there's no point ringing us if all we're going to do is tell you to ring someone else, or read the instructions on Page six, now is there? But if you have read the information above, and tried those avenues first, and you are still stuck, we will try and help you. Give us a call on Tuesday, between 10 am and 6 pm Please try to remember, we're very busy bringing you Amiga format, so if you can get your information through one of the methods suggested above, please do. But if you're really stuck, we are there for you.**


### Amiga Format Issue 44

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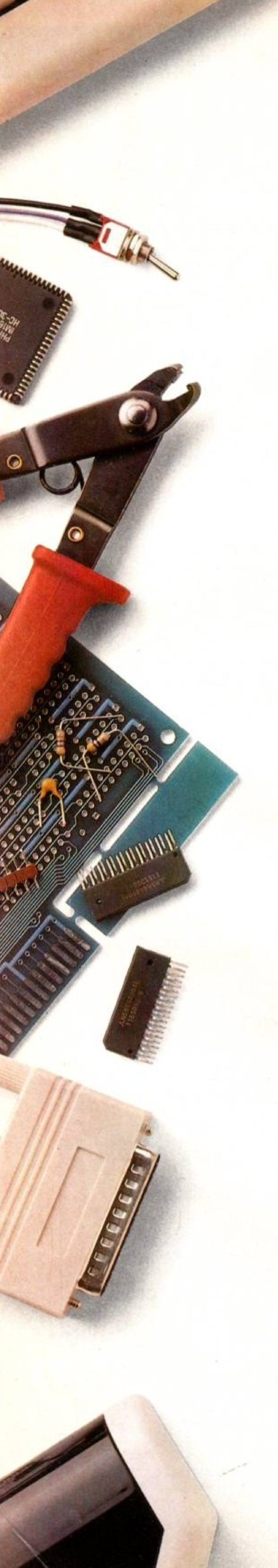
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**AMIGA FORMAT**
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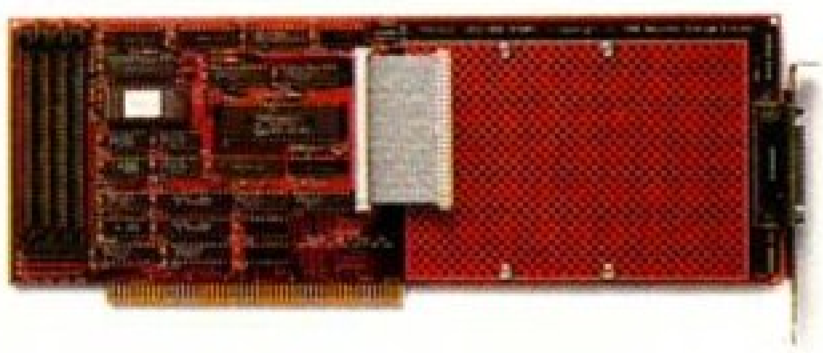
## Award winning innovative products from Power Computing Ltd

### A2000 Hard Cards

#### GVP Series 2 HD
- Up to 8Mb SIMM RAM on-board
- Supports external SCSI devices
- 14MHz SCSI controller

Bare ............... £129
40QMB 0MB £249 80QMB 0MB £349
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40QMB 4MB £349 80QMB 4MB £449
40QMB 8MB £429 80QMB 8MB £539

#### Nexus Hard Card



- Up to 8MB RAM on-board

Bare ............... £129
40QMB 0MB £249 80QMB 0MB £349
40QMB 2MB £299 80QMB 2MB £399
40QMB 4MB £349 80QMB 4MB £449
40QMB 8MB £429 80QMB 8MB £539

#### Bare SCSI Hard Drive

40 Quantum .. £179 80 Quantum .. £229

(Suitable for GVP G-Force, GVP HD or Nexus HC)
**Other sizes of HD available, please call**

#### RAM Expansion
- Aries A1500 / A2000 RAM

2MB ............... £129 6MB ............... £209
4MB ............... £169 8MB ............... £249

### Macintosh Emulator

***"This really is the best emulator we've seen for the Amiga. It behaves just as if you really were using a Mac"***
Amiga Format Sept 1992

#### AMax-II Plus
- Amiga 1500 and above
- Runs Mac software
- Runs System 7
- Full support for all SCSI Mac peripherals and the ability to read Mac disks in your drives
- 68020/68030 compatible
- AppleTalk emulation
- Can use Amiga ECS
- Easy to install

AMax-II Plus ............................................ £229
(Mac ROM chips required)

### 24-Bit Colour

#### OpalVision
- 24-bit graphic card
- 16.8 million colours available
- Operates in all standard Amiga resolutions
- VLSI Microcode graphics co-processor
- Double buffered 24-bit and 15-bit animation is available in all resolutions
- 'Palatte-mapped' design updates screen colours in real-time. Fade pictures in and out and change their palettes
- Equipped with 1.5MB of display RAM
- Auto-config for NTSC or PAL
- Available for all Amigas

#### Software included

#### OpalPaint
- 24-bit painting and image processing

#### OpalPresents
- Presentation program
- Control OpalVision images, Amiga graphics and live video
- Includes fades, effects etc.
- Many more features

#### King of Karate
- 24-bit computer game
- Exciting karate competition
- Demonstrates OpalVision capabilities

OpalVision ............................................ £699
**More information available**
OpalVision roaster chip available soon

### Monitors

***"For a monitor of this quality, the CM8833 is worth every penny"***
Amiga Format Sept 1992

***"The 4FG is an absolutely smashing monitor that beats every competitor"***
Amiga Format Sept 1992

#### Philips CM8833 Mk2
- With cable
- Available with Lotus Turbo Challenge 2
- On-site maintenance

CM8833 Mk2 ............................................ £199

#### NEC Multisync 4FG
- For use with Flicker Fixers
- Very high quality
- Built-in degausser
- 15" Screen

NEC Multisync 4FG ............................ £549

### Optical Hard Drive



- Manufactured by Power Computing
- 128MB on one optical disk
- Read and write optical disks
- 40ms running speed
- Built-in power supply
- High power cooling fan
- 25-way and 50-way SCSI ports
- Thru'port built-in
- SCSI ID switch
- Compatible with major SCSI controllers

128MB optical drive (Internal) ......... £729
128MB optical drive (External) ......... £999
128MB 3.5" optical disk ....... £39.95 each
SCSI controller card
for A1500 / A2000 ............................ £129
(Compatible with Amiga, PC, and Mac. A SCSI controller is required on the Amiga and PC)

### Floptical Disk Drive

- Stores 20MB on one 3½" disk
- Cost effective mass storage unit
- Can be used as a 1.44MB floppy with Amiga DOS and AMAX
- AMAX compatible with DMI Mac driver
- Packs an entire back-up onto one floppy
- Additional disks available
- Internal version for A1500/2000/3000
- External version for A500
- SCSI Interface required

Internal A2000 kit ............................ £289
Internal A3000 kit ............................ £289
External A500 kit ............................ £389
A1500 ............................................ £599

### Accelerator

#### GVP G-Force
- 68030 accelerator board
- 68882 Maths co-processor
- DMA SCSI controller on-board
- 68000 fall-back mode
- Only CPU slot is used
- Internal and external SCSI connector
- Converts to hard card with Hard Drive mount kit
- 32-bit RAM as standard

25MHz 1MB RAM ............................ £529
40MHz 4MB RAM ............................ £759
50MHz 4MB RAM ............................ £1249
Hard drive mount kit ......................... £35

**Power Computing, France, 15 Bld Voltiare 75011, Paris, France. Tel (1) 43386206 (6 lines) Fax (1) 43380028**

# POWER

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## Printers

All printers include cables and next day delivery

### Star Printers

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|---|---|
| LC200 colour | £199 |
| LC24-200 mono | £239 |
| LC24-200 colour | £289 |

### Citizen Printer

| | |
|---|---|
| Swift 24e (includes colour kit and AMI) | £279 |

### Epson Printers

#### Laser

| | |
|---|---|
| EPL-4000 | £639 |
| EPL-4300 | £799 |
| EPL-8100 | £1349 |

#### Inkjet

| | |
|---|---|
| SQ-870 | £509 |
| SQ-1170 (132 column printer) | £629 |

#### Dot Matrix

| | |
|---|---|
| LQ-570 | £289 |
| LQ-1070 (132 column printer) | £449 |



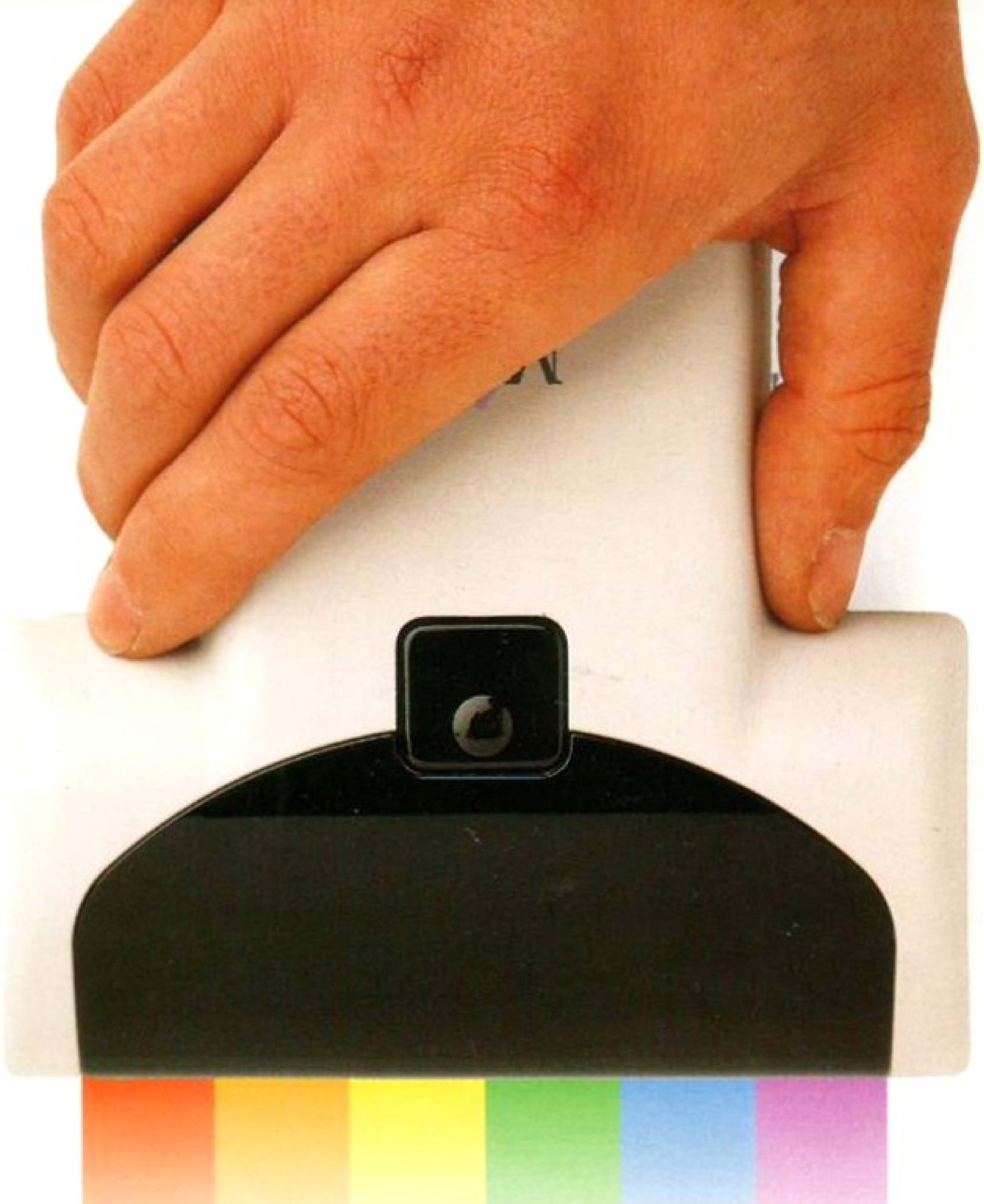
| | |
|---|---|
| LQ-100 | £209 |
| LX100 | £189 |

## Supra Modems

| | |
|---|---|
| Supra Fax Modem Plus | £129 |
| Supra Fax Modem v32Bis | £275 |
| Supra Modem 2400 (External) | £75 |
| Supra Modem 2400 ZIplus (Internal) | £134 |
| Supra 9600 | £210 |

## Miscellaneous

| | |
|---|---|
| Power Mouse | £15 |
| Optical Mouse | £29.95 |
| Replacement optical mouse mat | £9.95 |
| 10 Maxell disks, optical mouse, Zipstick | £45 |
| Maxell multi-colour disks (10) | £9.95 |
| Floppy disks bulk | £POA |
| Aviator 1 joystick | £35 |
| Intruder 1 joystick | £29.99 |
| Maverick 1 joystick | £15.99 |
| Python 1 joystick | £9.99 |
| Apache 1 joystick | £7.99 |



# Colour PowerScan

The Power Computing colour hand-held scanner for the Amiga is now available. This scanner offers the following features

- 4096 colours
- 50-400 DPI
- 4 Scanning modes
- Text
- Greyscale
- Colour halftone
- Colour

The Amiga interface plugs into an A1500/A2000/A3000/A4000 expansion slot with a separate version which connects to the expansion connector of the A500/A500+. The A500 version has a through-port which is compatible with all Amiga 500 expansion peripherals.

The software supplied with this scanner is the new PowerScan Professional 3, which also supports the greyscale scanner and will be available as an upgrade to existing users of PowerScan for £15.

### Colour PowerScan v3.0 features

- Real-time 'True-feel' scan option in colour halftone mode
- Images are stored internally as 12-bit graphics, not HAM. This means that no quality is lost due to the Amiga only being able to display HAM images in 4096 colours
- Images are displayed as HAM pictures
- HAM images may be loaded from disk and edited using PowerScan 3
- Image size that can be handled is limited only by the amount of memory available
- Memory does not have to be chip memory as in many art packages
- Images can be saved in various file formats
- View whole image function
- Scale/rotate/skew image or clipboard by any amount
- Crop image
- Clean up, lighten or darken image
- Variable zoom mode
- Draw freehand, lines, circles, boxes and polygons in various fill patterns, brush sizes, paste modes, or with the clip board image
- Clipboards may be scanned directly, or any shape can be cut from the main image
- The software is compatible with all Amigas
- Supports Workbench 2 and ECS screen modes

### Colour PowerScan now available

#### New v3.0 Scan software

| | |
|---|---|
| PowerScan Colour v3.0 | £239 |
| PowerScan Greyscale v3.0 | £115 |
| PowerScan v3.0 software upgrade | £15 |

The Amiga can only display 16 greyscales

**Distributor for Power Computing in Italy, D.R.R. SRL 00142, Roma. Via Duccio Di Buoninsegna Tel (06) 5193481/482 Fax 5040666**

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TAKE PART IN THE GREAT SLEEPWALKER CHALLENGE, WHICH WILL BE INVADING ALL THE BIG RETAIL CHAINS DURING THE WEEKS BEFORE RED NOSE DAY - MARCH 12th 1993.

ORGANISE YOUR VERY OWN SPONSORSHIP CHALLENGES LIKE: BEATING YOUR HIGHEST SCORE - TAKE ON YOUR DAD, OR YOUR TEACHER, OR EVEN YOUR SCHOOL IN A SLEEPWALKER CONTEST. DREAM UP YOUR OWN HIDEOUS CHALLENGE TO HARRANGUE YOUR FRIENDS.



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